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SUPER PLAY

ISSUE 23

SEPTEMBER 1994

NEW ANIME vids
SEE PAGE 92

Kiki Kaikai 2 import review inside!

Too weird for the West?

MAGIC FROM JAPAN

SUPER STREET FIGHTER II

The BIGGEST game ever gets a MASSIVE REVIEW!

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Quick compo: guess Debs' middle name (it starts with K, and is Irish and rare)
Send your answers to: The Debs Compo, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL, by 1 Sept. Say which cart you'd like to win.

Next issue on sale: Thursday, 1 September 1994

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'Look! It's the old man from scene 24!'

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Future PUBLISHING

FROM THE BIG CHAIR

Right then. First things first. There aren't many games getting reviewed in this issue. We searched Japan, America and the UK and boy, has it been a quiet month for new software. The reasons why aren't hard to find; the summer months are always a little slower, and the emphasis with the software houses seems to be moving away from the idea of 'release as much as you can' to 'take your time, but make sure most of what you release is good'.

And then there's the massive CES in Chicago. Everybody from the industry turns up there, and nobody wants to release games just before it; everyone saves their best until the CES so they can show off their products there.

So what we've done is review everything worth bringing to your attention and brought you some important features and previews. Games like *Street Racer*, for example. Mev Dinc, the producer and chief designer of the game told us that the reason he can bring out a potential *Super Mario Kart* beater is because he's had enough time working on the SNES to really understand it and get the most from the machine.

It's true. Games like *Street Fighter II*, *Starwing* and *Syndicate* wouldn't have been possible a year or two ago because it takes time for programmers to learn how to squeeze everything from their machine.

And with 32-bit games like *Donkey Kong Country* coming along now, there's a whole lot more programmers will be able to learn about the Super Nintendo. Games like this will convince you you've got a new machine in front of you.

So although we go on about the Ultra 64 and stuff, our heart lies with the SNES. And if this is the sort of game we'll be getting, it looks like none of the new machines will be able to keep up.

What haven't I mentioned? *Super Street Fighter II*, that's what. Well let me say that it's a big game, and you can tell that Capcom have looked at every aspect of it during their updating procedure. But what do we really reckon? I'm not saying. Turn to page 32, to see our massive review to find out.

In the meantime, enjoy the issue!

James Leach

James Leach, Editor

Our full contents listing starts just over the page

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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The world of Nintendo stretches from the Pacific right round the globe back to the Pacific again. Find out what's in it with our great news pages.

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You ask; we answer. Well, Jason Brookes, editor of *Edge* answers. And what a witty fellow he consistently turns out to be. His replies really do sparkle.

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The vastly popular Supermarket pages are packed with things to buy. There is some real-life human interest, too, with the messages that some folk put in.

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Every day we pass round the letters that you send in. We laugh at the jokes, we weep at the sad bits and scratch our heads at some of the questions. But it's all good jolly fun, though.

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Every game listed, rated, cut out and stuck to a wall in Exeter. And then they're returned to the magazine. Marvellous.

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More deals again this month. Order a back issue and win Steven Spielberg's beard-trimmer (unused, still boxed). Order two back issues and receive a deactivated Czechoslovakian tank!

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FIlms, films, films. They're all here. Well not all, actually. The cream of the crop of the latest releases are, though. So browse away and you'll learn something.

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*Super Play's circulation – measured by the Audit Bureau of Circulation.

SUPER PLAYER'S GUIDES

SUPER METROID

The massive guide is here! It's a giant game, and we show you everything in it! It's the guide the United Nations have been waiting for!

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THE JETSONS

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PLUS!

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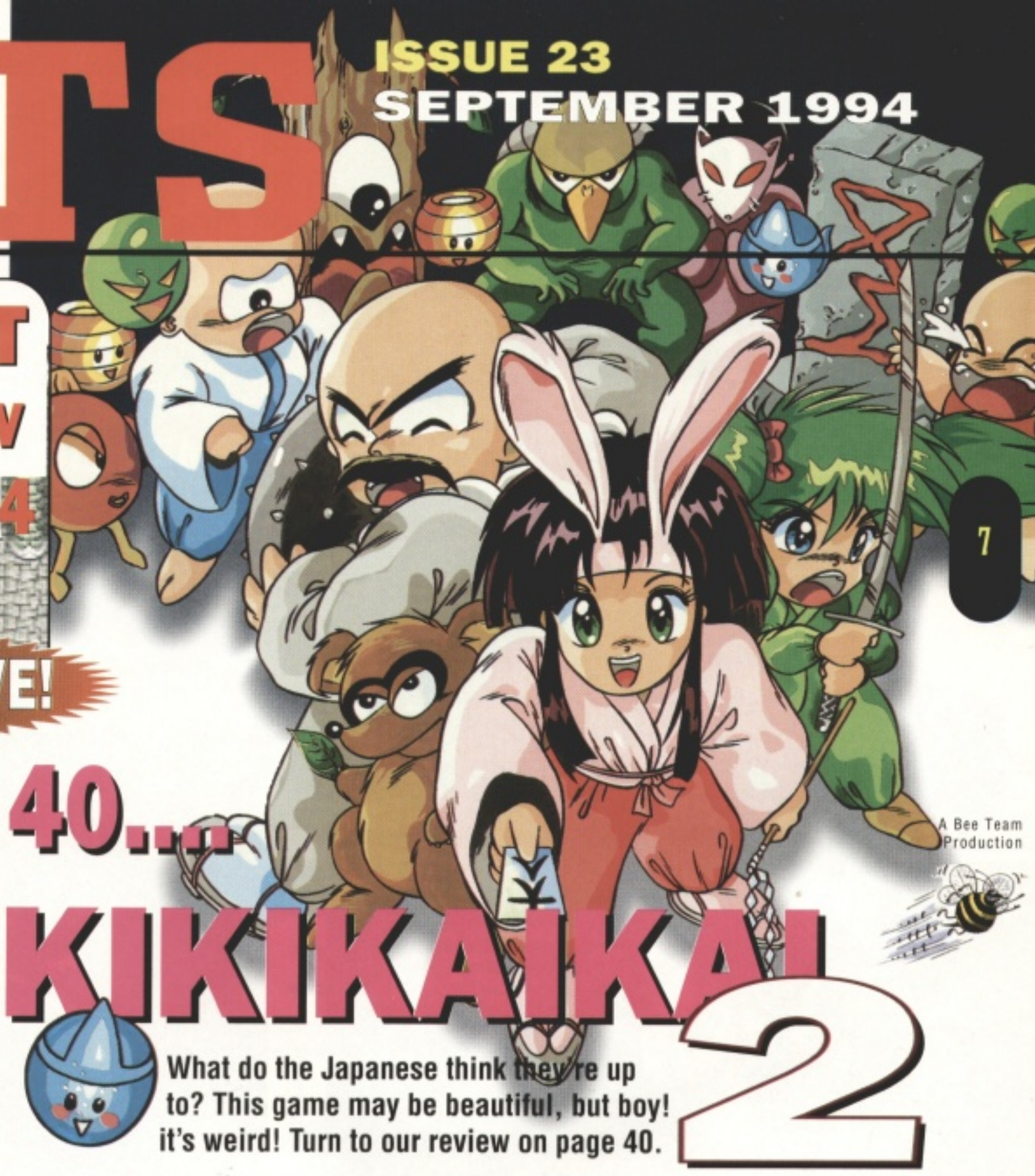
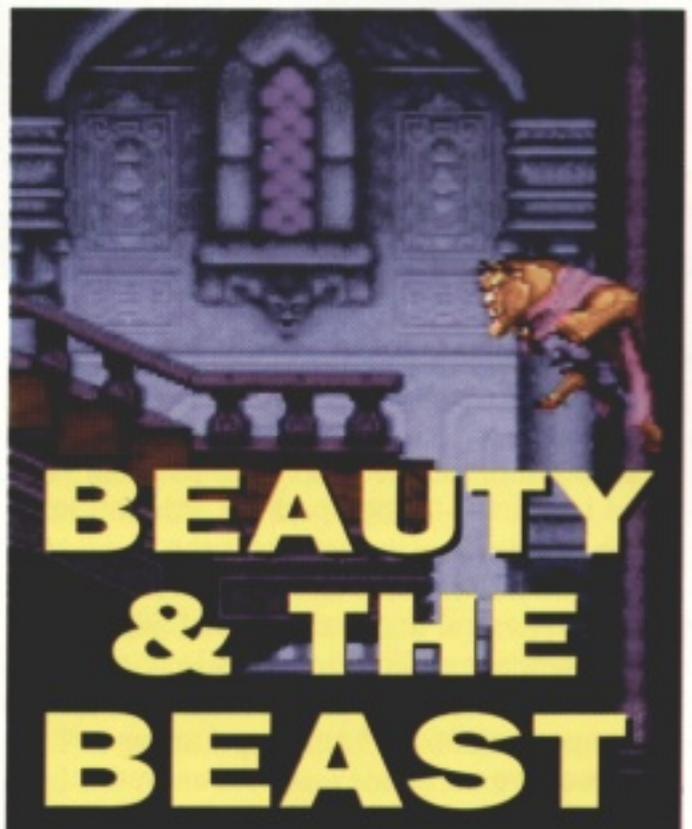
SUPER GAME BOY



40....KIKIKAIKAI 2

What do the Japanese think they're up to? This game may be beautiful, but boy! it's weird! Turn to our review on page 40.

A Bee Team Production



BEAUTY & THE BEAST

The film had us weeping up the aisles. Will the game have us sweeping up the tiles? Sorry. We don't know what that means either. But it sounds nice.

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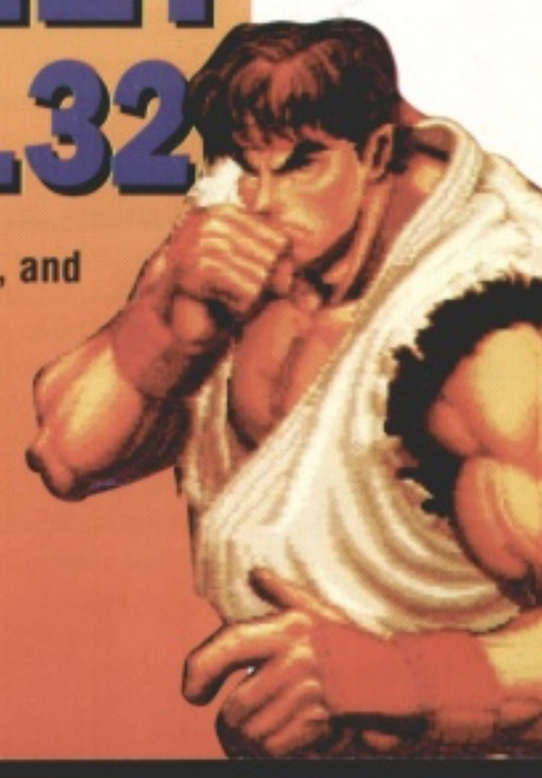
SUPER STREET FIGHTER II 32

It's Capcom's biggest game to date, and their most famous. But is the 32-meg beat-'em-up really king of the ring, or is it another serving of the same dessert?



SUPER PLAY PROFILES

This month, we're being *Super SF II* folk.

James Leach

I'm Vega because: He is, of course, the big boss. And he wears large boots as well.
My special move is: Picking up flimsy things and throwing them a short distance.
My favourite combo is: Er, throwing the flimsy things.
But my weakness is: Large and painful blisters on my feet from the pointlessly big boots.

Debs Cook

I'm Chun Li because: Lisa had already baggsied Cammy.
My special move is: Singing in the office (and dancing too).
My favourite combo is: The Rolling Stones. Or any band you can hear the lyrics of.
But my weakness is: Peppermints, strong tea and romantic candlelit meals in out-of-the-way restaurants.

Zy Nicholson

I'm Sagat because: I like his style. Any man who shouts 'Tiger!' a lot must be good.
My special move is: A sort of sideways shimmy towards the park on hot days.
My favourite combo is: Strawberries and ice-cream, (on hot days, of course).
But my weakness is: My easy-to-break glasses, apparently.

Tony Mott

I'm Fei Long because: He's the most mysterious.
My special move is: Making cat-like mewling noises.
My favourite combo is: A gentle punch in the throat, followed by a kick in the ear.
But my weakness is: I'm quite easy to stun. Debs did it with a typing stool to the temple yesterday. Out cold, I was.

Lisa Nicholls

I'm Cammy because: It's pretty obvious, isn't it?
My special move is: Putting Nanci Griffith on the stereo when no-one's looking.
My favourite combo is: Stroking Neko and tickling his little ears until he purrs.
But my weakness is: A basketful of kittens with their faces peeping out the top.

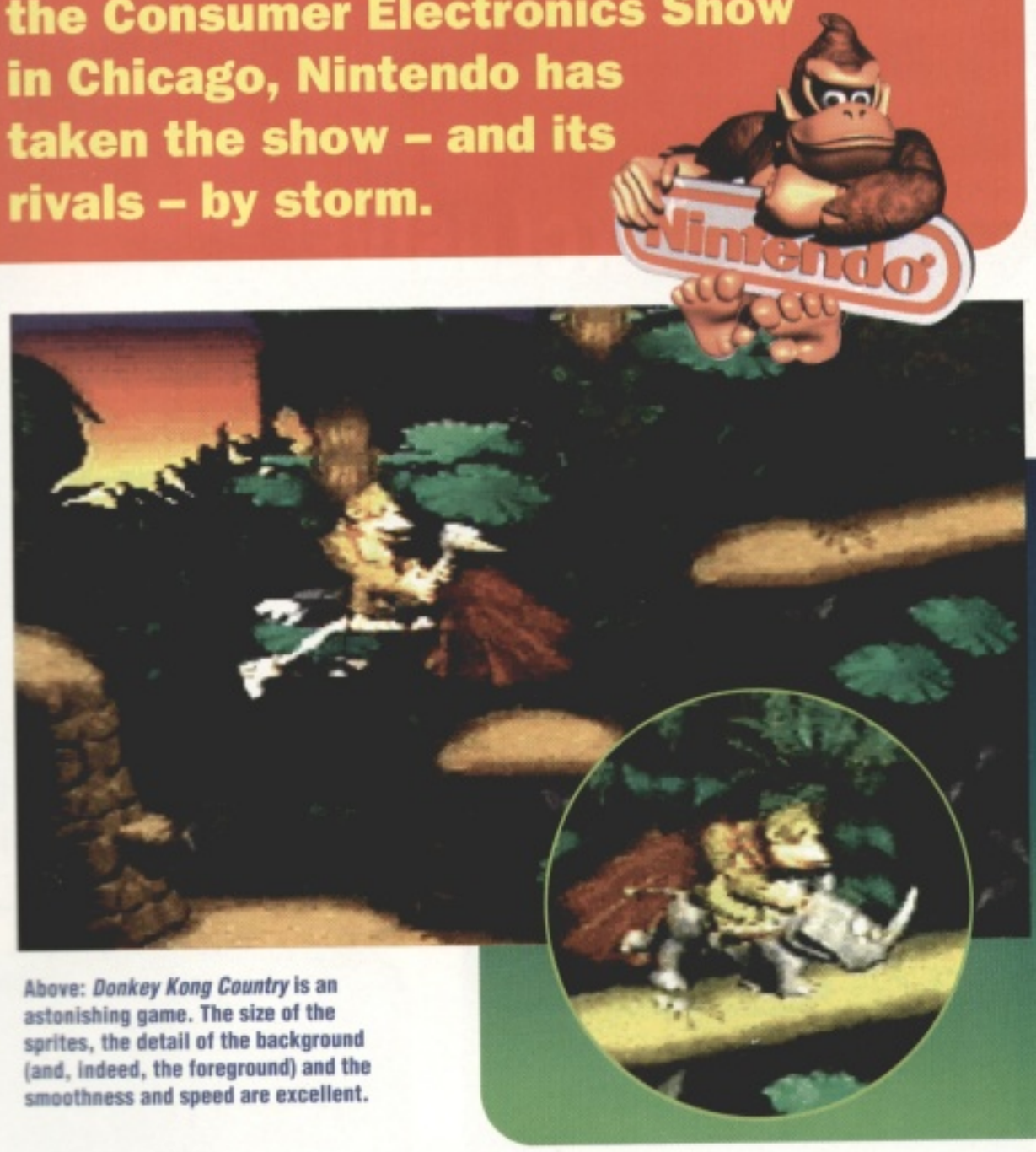
Wil Overton

I'm Ryu because: He's Japanese and skill.
My special move is: Painting mobile suits and playing *Secret of Mana*.
My favourite combo: Chicken salad and mayonnaise.
But my weakness is: Lum from *Urusei Yatsura*. Or possibly Annapuna and Unipuma from *Tank Police*.

SUPER

NEWS NETWORK SUPER NINTENDO NEWS

Unveiling its forthcoming games at the Consumer Electronics Show in Chicago, Nintendo has taken the show – and its rivals – by storm.



Above: *Donkey Kong Country* is an astonishing game. The size of the sprites, the detail of the background (and, indeed, the foreground) and the smoothness and speed are excellent.

Below: We asked Mr Brownlowe, keeper at Monkey World in Dorset, what he thought. He responded; 'We're open from nine 'til six throughout the summer. Kids under three get in free.'

With Ultra 64 unlikely to appear before the end of 1995, Nintendo had been subject to criticisms that it was falling behind its competitors in the race to dominate the home console market. With previews of software for the SNES and Project Reality on show, however, Nintendo's line-up for the rest of '94 stole the entire show. There was little to match it from rivals Sega and Sony, whose token presence and lack of next generation gamesware on display merely served to turn the tables on them.

Discussing the future of Project Reality, a Silicon Graphics spokesman claimed that it was 'on budget and on time', although it still wouldn't appear before the autumn of 1995. A new name has been announced, too: from now on, the console will be known as the Nintendo Ultra 64.

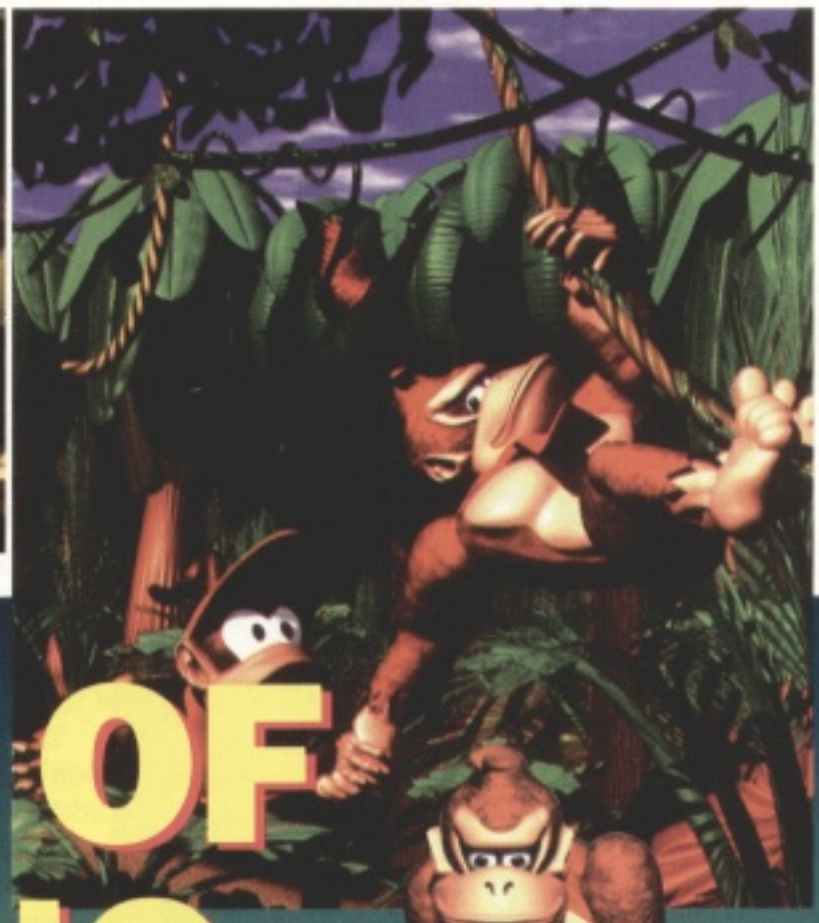
Undoubted star of the show was *Donkey Kong Country*, a startling new development which features the sort of 3D graphics promised by the 32-bit 'next generation' consoles. Indeed, many journalists believed

SUPER EXPRESS

NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

So are 32-bit games the future of the SNES? Kim Wilde seems to think so. And Brian Cant.

With graphics and gameplay like *Donkey Kong Country*, we're prepared to bet on it too.



THE FUTURE OF VIDEOGAMING REVEALED!

they were watching an Ultra 64 demo when the game was revealed, but there was audible surprise when Howard Lincoln announced that 'the game you have been watching is *Donkey Kong Country*, for the SNES.'

Just as surprising was the revelation that *DKC* doesn't rely on any fancy 24-bit super FX chips or hardware: instead, it is a result of some immensely clever programming techniques that exploit the true capacities of the SNES.

The game was written by Rare Design, who used the Alias software tools described in *SP22* for a process known as ACM (Advanced Computer Modelling). Running on Silicon Graphics hardware, a design tool called Alias PowerAnimator™ was used to create the 3D sprites that would appear on the SNES. Subtle lighting effects were then added with the Alias Digital OptiF/X™ package. According to Tim Stamper, managing director of Rare, 'we've expanded the horizons of conventional game design with custom effects created using Alias' open architecture.' Nintendo has acquired a number of these development tools and will be making them available to third-party game developers. *NBA Jam* publisher Acclaim has already been supplied with one, as they plan to start work on new titles for the Ultra 64.

Two Ultra 64 games were also revealed to an elite press audience: *Killer Instinct*, produced by WMS (the originators of *Mortal Kombat*) was a slick-looking beat-'em-up with 3D characters. Instead of taking the *Virtua Fighter* route of generating them from polygons, this uses 3D shaded sprites in a style similar to *DKC*. It also showed some originality in terms of environment and the moving viewpoint, through which a fight could move around the highly-detailed locations. *Killer Instinct* will debut in the arcades this autumn.

The other offering, *Cruis'n USA*, was a driving game that, whilst not quite matching the update rate of *Ridge Racer*, certainly outperformed other arcade driving games in terms of playability and variety.

The message given by the Summer CES was clear. Not only is Nintendo set to remain a major contender in the video games field, but the 16-bit machines will continue to dominate the games scene for a long time to come.

SUPER PLAY COMMENT

When *F-Zero* first appeared, people looked at the SNES and gasped at its possibilities. So little of that potential has been fully realised, although glimpses of it could be caught in the graphics of games like *Clayfighter* and *Mortal Kombat*, or the sound of *Secret of Mana* and *Actraiser 2*. This latest example, in the shape of *Donkey Kong Country*, could put the SNES back on course, simply by forcing the public's expectations higher. And remember, with a market of something like 30 million SNES owners already established out there, doesn't it make sense to invest in a 16-bit game that every SNES owner will want to buy, rather than a CD game for a young and struggling next gen console?

SUMMER CES '94

NINTENDO'S N

DONKEY KONG COUNTRY

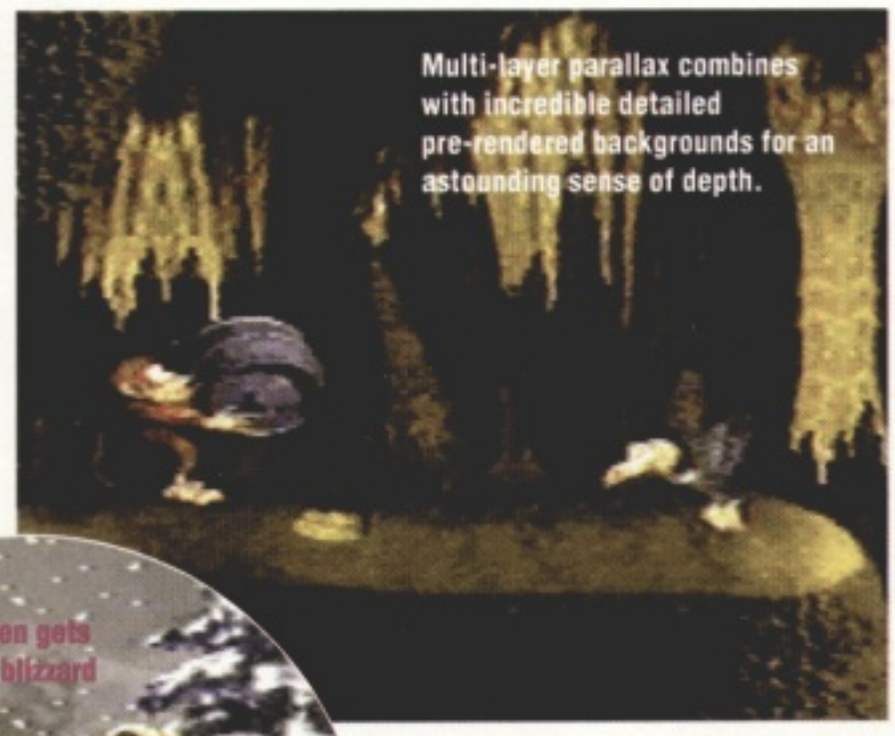
Without a doubt, the Consumer Electronics Show of Summer 1994 belonged to Nintendo. Even with Ultra 64 a long way off, the big N boasted bigger and better games than any of its so-called competitors. There was also plenty to suggest that, far from being made redundant, the SNES is still Nintendo's most important hardware format. Just to prove it, here's a special look at their forthcoming software releases.

We had to stop ourselves going mad and covering this page in screen shots. Look out for more piccies next month!

It's no exaggeration: you really won't have seen graphics like this on a SNES before. Come to think of it, you won't have seen graphics this good on any CD-based machines either. The problem with these screen shots is that, as static scenes, they really don't begin to capture the look of the game in full swing. The sprites are fluidly animated, making them appear so round and solid that you'll imagine you're controlling a scene from an Aardman Animation rather than a game character. Quite how they've achieved the effect is a bit of a mystery, too: take one look at the foliage in the jungle, or the pale mist that drifts eerily through the mine sections, and you'll swear blind that the SNES simply doesn't have the pixel resolution to manage it.

Not content with one miracle, Nintendo have somehow squeezed some incredibly atmospheric music in there as well. The dreamy ambience of the underwater level was our favourite, with full use made of the stereo sound capacity.

This time around the big ape has been joined by a monkey sidekick, Diddy Kong, and between the two of them they take on bees, vultures, sharks and crocodiles in a platform romp. Barrels play a big part once more – if you're not jumping them or throwing them, you're rolling on them or being blasted from them like a simian cannonball. *Mario* fans may be disappointed by the fact that, underneath the frills, *DKC* looks very much like a standard platformer without the complexity and longevity that made *Super Mario World* such a superb playing experience. It also seems to lack the weird mushroomy edge that distinguishes Japanese games from their Western counterparts (remember that *DKC* was created by Rare Design, a firmly British company based in a Warwickshire farmhouse). We share those concerns, although we have to say that, even at a cursory glance, *Donkey Kong's* barrel-rolling, liana-swinging rhino-spurring antics promise a lot more than the average fare. No less than 28 people have worked on *DKC* – the biggest team ever assembled for a single Nintendo project.


Multi-layer parallax combines with incredible detailed pre-rendered backgrounds for an astounding sense of depth.

The snow even gets thicker as a blizzard sets in!

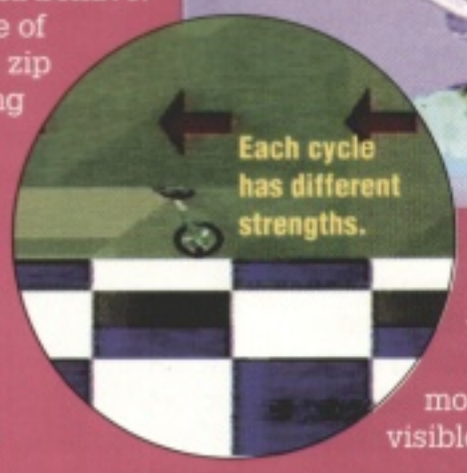
Graphical data eats a lot of memory, of course, and *Donkey Kong Country* weighs in at a hefty 32 Mbit. However, NoA have indicated that *DKC* will be released in the US in November at a price of $69.95. That suggests a competitive UK price of £49.99, despite its cart size.

UNIRACERS

DMA Design's offering uses the same ACM process as *Donkey Kong Country* for its frilly splendour, achieving the effect through the deft application of pre-rendered sprites. No less than 6,000 frames of animation go into making the little unicycle character the most fluid you've ever seen.

Whilst it's nowhere near as ambitious as *DKC* in its graphics and sound, the finished image is just as impressive. The best comparison we can make is to a computer-drawn cartoon: if you've ever seen a John Lassiter animation like *Red's Dream* then you'll have a pretty shrewd idea of how the game's unicycles look and behave. Fast, slick and with a life of their own, the Uniracers zip around a smooth-scrolling pipe track that spirals, jumps, loops-the-loop and performs other stomach-twisting roller-coaster features. Points are awarded not just for finishing the course in a good time, but also for pulling stunt moves and tricky manoeuvres. Lose the race, though, and it will jump around throwing a tantrum!

The entire track is 256 times the size of the screen.


Each cycle has different strengths.

The two-player split-screen mode seemed quite playable with no visible slowdown, and there's even a

EW GAMES LINE-UP

SUPER PUNCH OUT!!

If you were a boxer, you'd give yourself a suitably tough monicker wouldn't you? Something classic along the lines of 'Bruiser' Bates, 'Mauler' McGraw or 'Rips his opponents' eyebrows off with his teeth' Rogers ought to do it. But in the original *Punch Out!!*, the decade-old Nintendo arcade hit, your character's name was 'Glass' Joe. Not exactly confidence-inspiring is it?

But never mind about that – what you need to know if you don't remember the game is that it was great fun. Taking a behind-your-fighter view it set you up against a collection of off-beat opponents, with flexible controls including a big green knockout button which you inevitably hit too hard after getting carried away, bruising your palm. *Super Punch Out!!* carries over some of the original fighters including the fat, hairy Bear Hugger and the nimble cheat Dragon Chan but the graphics have seen a major overhaul with a less pixelly overall look and a proper translucent effect for Joe rather than the green wire frame original.

It's all played to comic effect rather than travelling the serious *Legends Of The Ring* route, but we think this title will give the fighting game genre a welcome shot in the arm. Oh, and the NES conversion in 1987 included the legendary 'Iron' Mike Tyson, but he won't be appearing in the SNES version. Strangely.

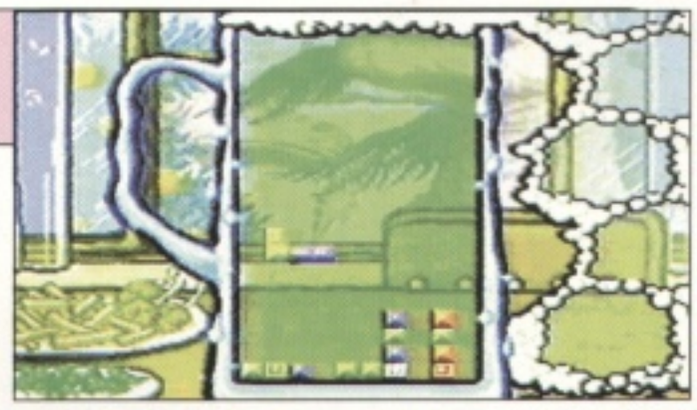
Pray to God that his braces don't fail him.

This translucent effect is the real improvement.

TETRIS 2

Although this might seem like a fairly unexciting prospect to some of you, especially if you've seen *Super Tetris 2 + Bombliss* or *Tetris Battle Gaiden* on import, it's worth pointing out that a Super NES version of *Tetris* has never been released in the West.

The basic game remains essentially intact, but *Tetris 2* offers a two-player mode and some presentational frills that liven up the whole affair. The backgrounds for each level are decidedly eccentric, giving way to some between-stage 'cartoon' sequences intended to enhance the simplistic nature of the game's original premise. *Tetris 2* gets its US release this month, and should appear in the UK around Christmas.


***Tetris* in a glass of beer. In a motorway restaurant. On your SNES. Can it get any weirder? Oh yes...**

tournament option for your mates to join in. As with *DKC*, these static screen shots can't hope to capture the fluidity of the game in action – they look a bit dull, in fact – but we have high hopes for its actual playability and addictiveness. The game is still far from finished at this stage too, so we'll bring you a bigger preview before its release this Winter.

Loop up, twist, fall, spin and land for extra points.

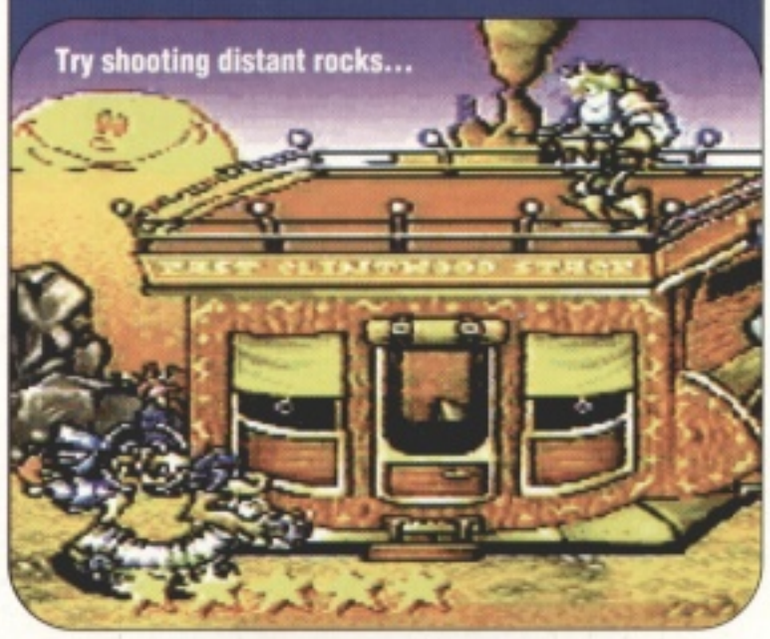
... Old One-Eye envied the Happy Chef's peas.

TIN STAR

Super Scope owners are probably feeling they were sold short when they bought that peculiar plastic bazooka – there hasn't been much in the way of quality software for the device since *Yoshi's Safari* last year.

Tinstar may change all that, however. Designed by Software Creations (the people behind *Plok!* and *Equinox*), this clever and amusing shooting game follows the adventures of a robot sheriff in a mechanised Wild West scenario. Whilst *Tin Star* jumps around the screen in platform game fashion, the player must guide his gunsights around the screen (using super scope, joypad or mouse) to pick off marauding bandits and gunslingers. The graphics are highly stylised and, at times, reminiscent of a Bob Godfrey cartoon. Some of the weirder bosses would look at home in *Henry's Cat*, and the smiley sun in the background is straight out of *Rhubarb and Custard*. Best of all, the game holds lots of little surprises and details, half of which you won't notice until you've played it to death. And then some.

Now this is odd. In Japan, Natsume's forthcoming *Wild Guns* also features cowboys and robots in a shooting game. What a coincidence of cultural confusion, eh? We'll sneak a look at the US version of *Tin Star* when it appears in November.


Try shooting distant rocks...

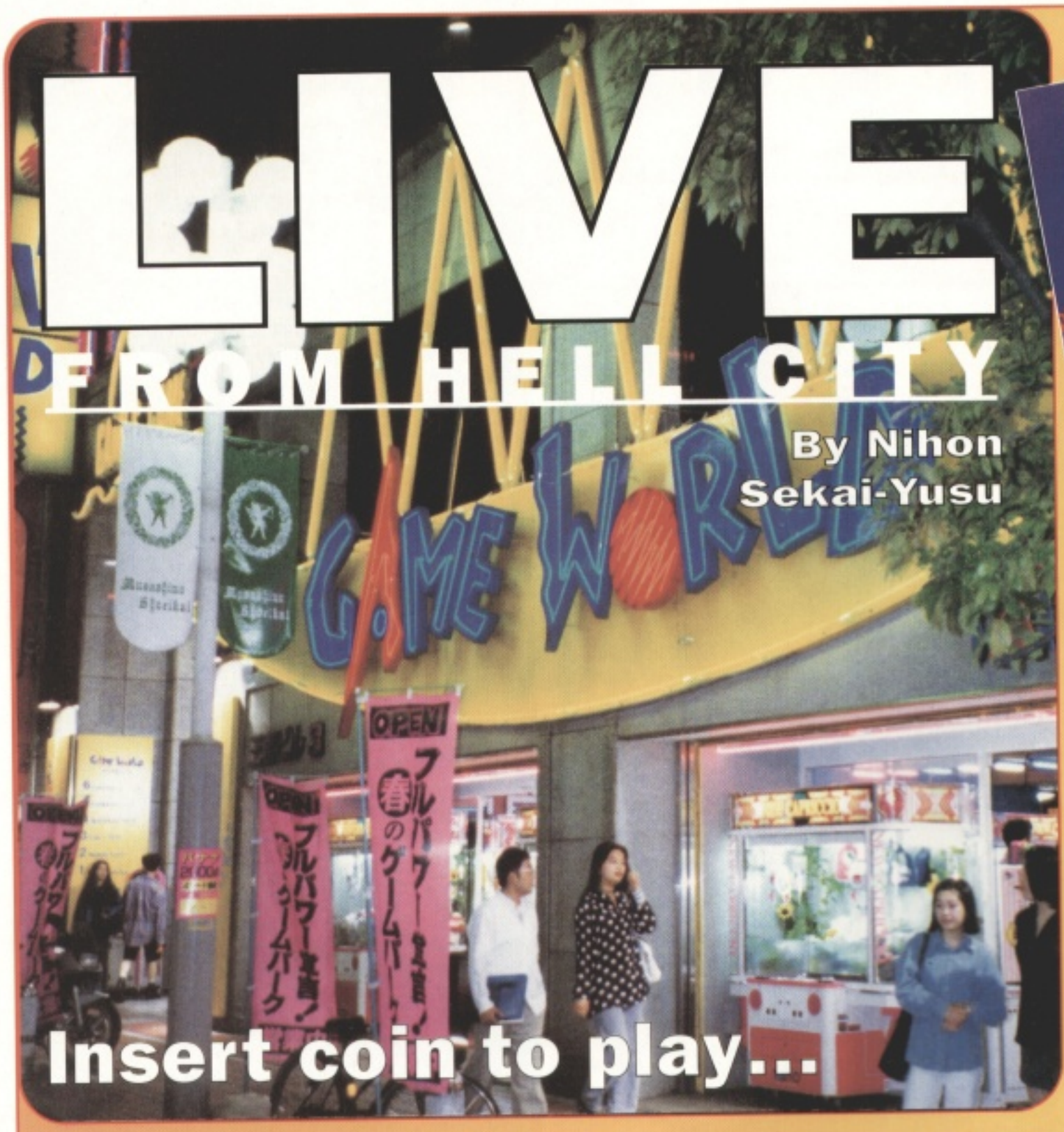
I can't wait!

These US release dates, although unconfirmed, are unlikely to change. Nintendo of America will spend 185 million dollars on marketing their games in 1994, with a $10 million advertising campaign for *Donkey Kong Country* alone, so they'll be sticking to a pretty tight schedule. Expect to see PAL versions of these games appearing in the UK around Christmas and New Year.

July 94	*Stunt Race FX*
Aug 94	*Tetris 2*
Sep 94	*Illusion of Gaia*
Oct 94	*Uniracers*
Oct 94	*Super Punch-Out!!*
Nov 94	*Donkey Kong Country*
Nov 94	*Tin Star*
Dec 94	*Wario's Woods*

LIVE FROM HELL CITY

By Nihon Sekai-Yusu



Insert coin to play...

Ever wondered what you'd find in a Japanese arcade? Expatriate Trocadero veteran Jake Arnold goes underground in coin-op county.

Welcome to Shinjuku, a district of Tokyo that's home to the Yakuza (those tattooed gangsters with missing fingers), City Hall and Japan's most confusing railway station. It also boasts a motley collection of Tokyo's only skyscrapers – it's supposedly earthquake-proof land in this region – and a maze of tiny restaurant-lined alleys. There's enough neon here to leave a permanent after-image on your retina. During the day Shinjuku is a busy shopping area but at night the population here practically doubles, as hungry Tokyoites and tired workers come to enjoy the food and entertainment. Here's a little taste.

First stop on tonight's games-&-gastronomy tour is Taito Game World, seven floors of electronic heaven just two minutes from the station. Pausing only briefly on the ground floor for a nostalgic look at the red mini (you don't normally see them over here) I head upwards, upwards through the roar of driving sim land and the click-clack of Speed Hockey to level six, serious gaming zone. Diving through the pearly gates I gladly purchase my game card (easier to carry and, bless their cotton socks, easier to hit the continue button for more credits) and set to work satisfying my gluttonous nature on the machines. Satiated I drift upwards. Seventh Heaven...

Forget loose change – just slip this game card in the machine (above). The arcade's own guide book tells you what's hot in this week (top right of page).

Giant Puyo Puyo screens! Expert players often sit in these units for hours at a time, so comfort and viewing ease is all important.

The Japanese attitude towards electronic consumer goods is that when a new model appears you immediately buy it and chuck out your old one – even if the old one was still perfectly good. On my way to work I pass an electronic rubbish tip piled high with dinosaurs of Japanese technology. Stacks of 36" TVs, fridge freezers and microwaves which wouldn't look out of place at next year's Ideal Home Exhibition have become urban geography, just something to lean your bicycle against. Unusually, this attitude is definitely not carried over to video games: old friends can be found quietly rusting in the corner of even the smallest game parlour. There's a

special place set aside here for *Tank Force, Volfied, Circus Charlie, Cameltry* and even good old *Space Invaders* (which has rocketed into the SNES charts this month). I indulge myself for old time's sake but there are too many vacant faces and glazed expressions around here for my liking. I scarper.

Hurrying out into the crowd I decide to give myself a rest before more snacks and head off to the Main Square for some live entertainment. There's a couple of bands blasting out blues and punk within ten metres of each other, in true Japanese fashion. There's plenty of space so it's either that both bands are vying for the central spot (smacks a bit too much of flagrant exhibitionism to be Japanese really) or, far more likely, it's a case of courage in numbers. Most of the crowd digs the music, some are just snoring in time. The Square has inhabitants that never leave, seemingly.

Entering familiar territory I am briefly distracted by an unearthly vision in an otherwise nondescript corner. A godly message, perhaps to cease my wanderings and play some video games? No, of even greater spiritual significance that that... It's a beer vending machine and my coins drop into its heavy chest with a reassuring clunk. As Homer Simpson once put it: 'mmm, beer'. I raise the Asahi Super Dry to my lips and utter a mental prayer to the sublime generosity of the Japanese God of 24-hour Vending Machines.

My fingers are tingling as I once again pass through the tunnel of light into a popular haunt – 'Game Plaza', where in the basement I meet another old favourite, Capcom's *Forgotten Worlds*. We share a ¥100 waltz which ends as it so often does, too early. Cursing loudly and pulling my best Blanka expression I turn away only to be faced with a smiling couple who offer commiserating looks. How embarrassing. I slope out, stopping at the information counter for the Game Plaza's souvenir plastic bags.

The Pink Flamingo 'Game Centre and Karaoke Bar' (!) is my final stop and was my local fleapit for a month. In it I became hopelessly addicted to a submarine shoot-'em'-up on which I've never got past the first level boss and which I hope they have now destroyed. This arcade boasts the quickest waitress service in Shinjuku – in the vast majority of Japanese arcades, free iced orange juice arrives at your console before your first coin hits the cashbox. I relax and spend my last few yen on *Dungeons & Dragons™ Tower of Doom*, still a big star here in Japan and the best RPG-flavoured hack and slay game I've ever seen or played. I'll pass on the Karaoke tonight, I think. Time to return from whence I came (my flat in a gaijin house), for the trains stop at half past midnight, so do the games.

You expected gleaming state-of-the-art consoles in chrome and leather cases? No, the Japanese enjoy two silly minutes with a hammer as much as anyone.

How do you make a driving game more realistic? Play it in a car, of course. If I could just find the keys.

Shinjuku really comes alive at night, when food-and-fun venues like this start draining the Japanese National Grid. And you're right – that does say 'Philadelphia' in Japanese...

It's not just for grannies here. As a dozen SNES carts justify, the Japanese love to gamble on the gee-gees.

A giant pop-up pirate, too! This one's a real aerobic work-out when it gets going – just make sure you don't hit any innocent bystanders with that cutlass.

MEET MR LOGIC

Japanese arcades are much more involving at a local level. It's usual to find a group of gamers gathered around the most highly-regarded slots, of course (right now in Shinjuku it's *The Night Warriors*, a smart beat-'em-up that's attracting the crowds) but there's more to it than that. Many arcades arrange challenges and championships to attract the hardest, meanest button-pumpers in town – like, er, this fellow on the left. I charted his progress through a gruelling tournament and, after a gruelling final round on *Virtua Fighter*, he emerged victorious. His games skill was unparalleled. We reckon we could have him in a scrap, though.

FANTA QUEST

Squaresoft's main man and translator of *Secret of Mana*, Ted Woolsey, talks to *Super Play* about life, the universe, RPGs and everything. But mainly he talks about RPGs.

Secret Of Mana: will we ever see its like again? Well, according to Square, the answer is a big and welcome yes.

Q Up until the release by Nintendo UK of the insanely great *Secret of Mana*, European players will only ever see the wonder of Square games by obtaining grey imports cartridges. Is this the start of more officially released Square games to come, or a one-off deal purely for the launch of the *Secret of Mana?*

A No, there are definitely more Square games planned for release in Europe. This process of releasing games through other people is pretty much the same strategy that our parent company in Japan used when first breaking into the American market. They didn't set up a company here straightaway and market our games direct, instead they licensed the first 8-bit *Final Fantasy* game to Nintendo and eased in to the US market gradually. I'm sure that this is the same strategy now but in Europe.

Q So it would seem likely that Squaresoft's presence in Europe will increase, maybe until a Squaresoft Europe is established?

A Well that would seem sensible because the European market is very strong and it looks likely that it will only increase, but I think it's too early to tell if there will be a Square office set up. Either way, the games will keep coming though...

Q Tell us about your relationship with Square of Japan. Do you choose which of their games will be translated into English, or do they tell you?

A It's getting more to a point where we do actually have a lot of control. In the early days – about five years ago – titles were selected in Japan for American release, 'localised' [translated and re-jigged for the new audience] and then shipped over for release. But at the end of this month, I'll be going over to Square in Japan to take a look at all the titles in development and hand-pick which games we're going to release in the US and Europe over the next year.

So more and more we're having a hand in deciding which games make it out of Japan.

Q And this responsibility will increase, right?

A Absolutely.

Q Things are really on a roll for Square right now. It seems that *Final Fantasy* is now a serious rival to *Dragon Quest* for the crown of most popular RPG series in Japan. In America, though, Enix still has a loyal following. Do you think the next few releases from Square will consolidate your position as leader in the field? Do you feel you are in a battle with Enix?

A Hmm, not really. It's funny over here in the US because role playing games are such a small slice of the overall videogaming pie, the following is still very much a minority of gameplayers. Our research has shown that if someone has a positive experience playing a role playing title, then they want more. So people who like, say, a Dragon Warriors title seem to like Squaresoft titles as well. I know that there are big sales battles going on in Japan between Square and Enix, and I think that they actually have some sort of agreement not to go head-to-head with the release of similar titles and to make sure that both Square and Enix have enough space, but over here in the US it's a whole lot more relaxed.

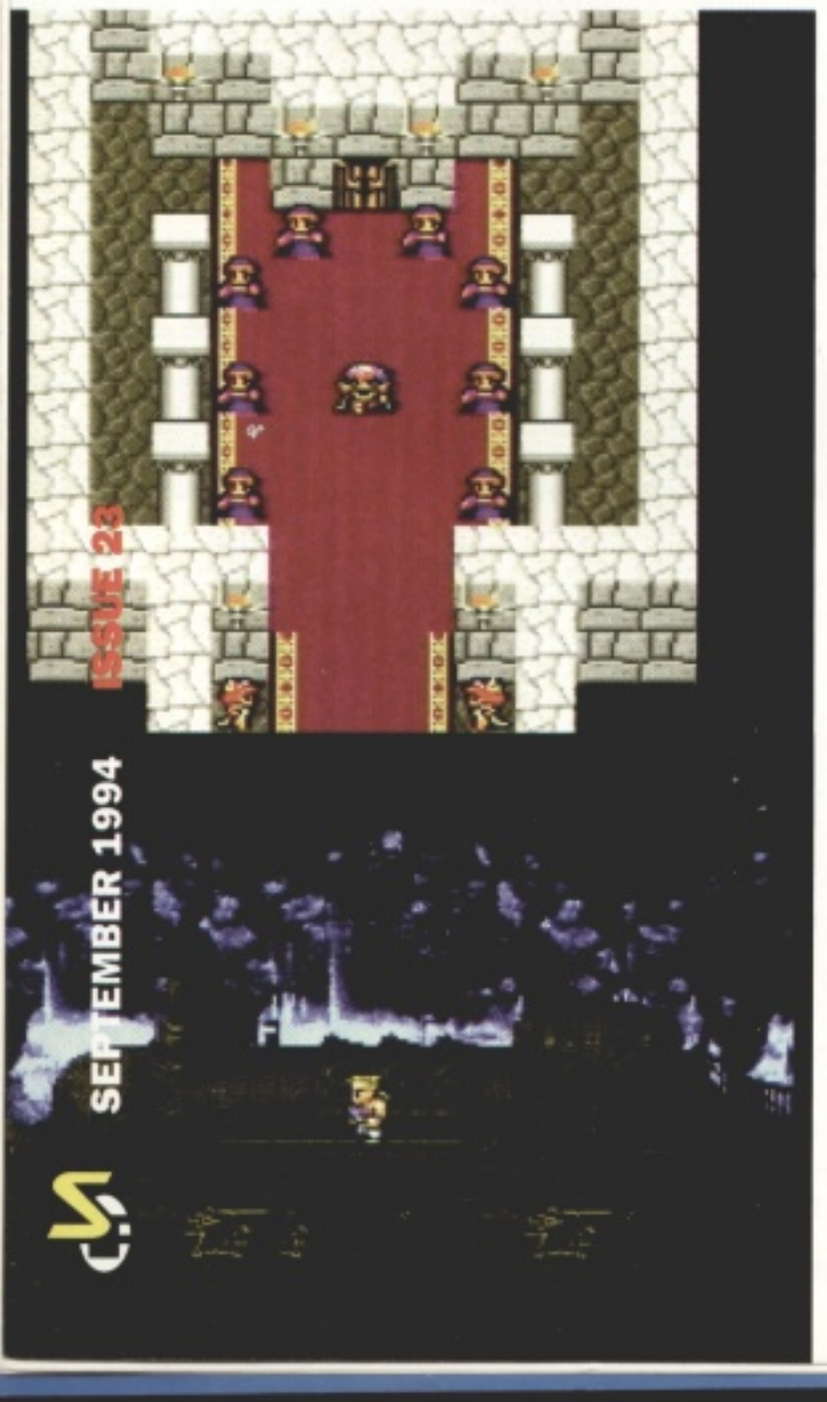
Over here I really don't think that it's a negative thing to have two very strong RPG lines.

Q You're saying that yourselves and Enix are actually doing each other favours: making sure that RPG fans have a decent supply of quality titles enabling the genre to grow and gain more support?

A Yeah, absolutely.

Q Do you take much notice of releases from other companies, and follow gaming trends? Or does Square stick to its own guns and try not to be swayed by current trends?

A No, no – in this day and age it's impossible to shut your eyes and ignore what's going on



SY

SPECIAL

by Neil West

around you. We're very careful to look and watch what's coming out and when stuff's being released also.

Q On a scale of one to ten, how tough is it to translate Japanese games into English?

A Let me put it this way, it's a lot more difficult than it seems! Our avid following here in the US is constantly saying to us, 'look, just what is your problem? Get the games out faster!', they have a real problem with this. But they don't understand that here are severe limitations – as everyone who's played a Square game will realise – with size, it's just so tough squeezing the translated text into the game. What this means is that you have to rethink an entire plot without actually changing any of the parameters that govern how the plot has implications on the rest of the game. So inevitably some depth is lost in the translation from Japanese to English.

Q How much is lost?

A Well, as far as simple text is concerned, I would say that you can get twice as much information into the same space when written in Japanese as you can writing in English. But it's the process of making sure that what you're left with still makes complete sense, that's the real time consuming problem, even after you've stretched and pulled all the text windows until they are as big as possible. Also, with some titles – like the *Secret Of Mana* – there's no order to the messages. As a result it's very difficult to get any sense of storyline when you're trying to do the translation; all you can see at any one time are a bunch of disjointed text windows. It's actually very difficult keeping all the plot lines and story elements in your head while working out what can be lost and what needs to be changed.

Translating Japanese can a be completely frustrating task!

Q Aside from the basic difference in languages, do you experience a lot of problems when you're dealing with distinctly Japanese cultural points or cultural references?

A Oh yes. And a lot of the problem lies with the basic expectations of the gameplayer. Japanese RPGs come from a textual background; from short stories, Manga and novels. In Japanese literature, typically, the need for a strong beginning, middle and end is not that great. The Japanese

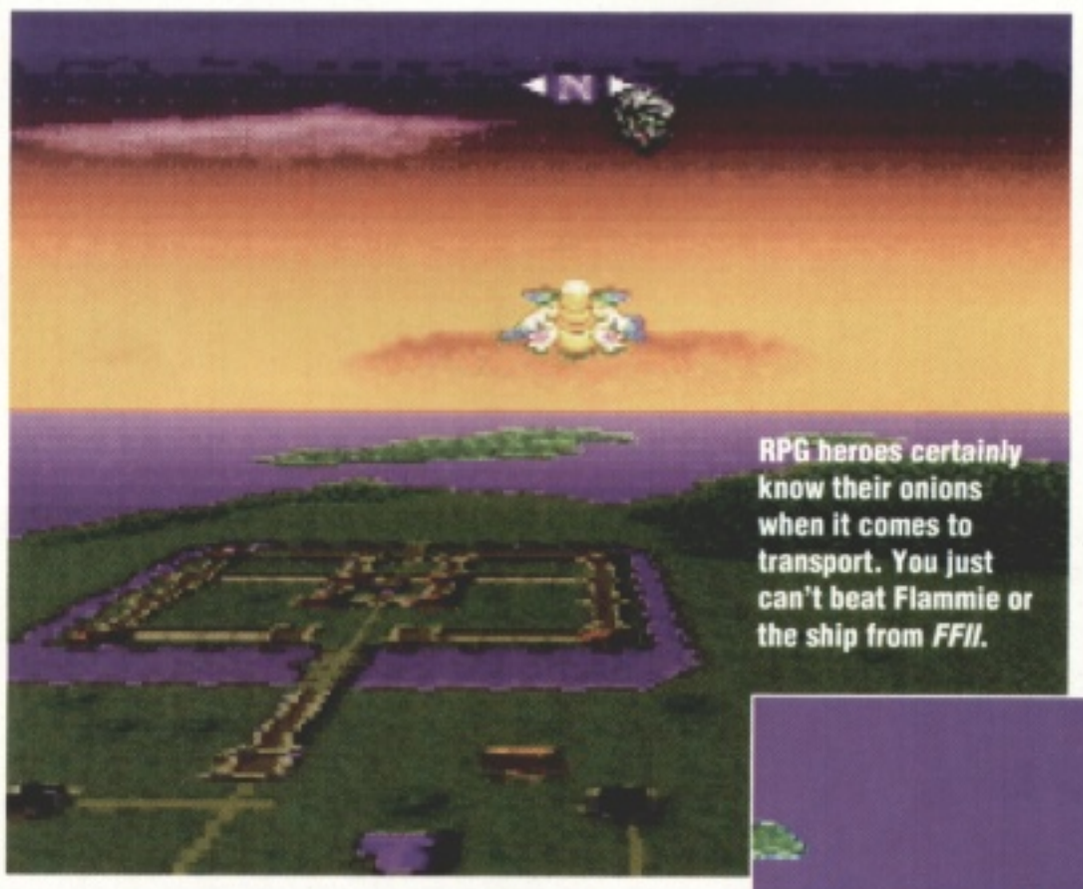
Clockwise from top: The mighty *Final Fantasy VI* in its native Japanese form; the much-loved *Final Fantasy II* which is the only true member of the series to see a Western SNES release; *Final Fantasy: Mystic Quest*, developed in the States and the only official UK Square release so far.

tend to savour the episodic elements of an adventure; brief jaunts off on side-quests which bear no relation to the main game are welcomed in Japan, but here in the US – and I guess in Europe too – players tend to react like 'Now what was all that for? What a waste of time!'. So in some ways it's difficult to translate a game that was designed for the Japanese market because the gameplayers themselves are very different – it's not just that they speak a different language.

Q So how do you deal with this kind of problem? Do you have the facilities in the US to restructure a game to suit tastes outside of Japan?

A Well we have the know-how – that's not a problem – but we're really up against tough time constraints. In a perfect world, we would take the beautiful graphics we get from Japan and completely dump all of the code that stipulates when an event has to happen and how it occurs. We would go back in and tailor it to the audience here.

But back in the real world we simply don't have the time or resources to do this. We have to take it exactly as it comes and simply dump the English translation into the original game.



RPG heroes certainly know their onions when it comes to transport. You just can't beat Flammie or the ship from *FFII*.

Q So you'd still keep the graphics!

A Oh yes! While the actual game code maybe in no way superior to stuff generated in America or Europe, the Japanese do have a beautiful sense of style and I think the games (especially *Final Fantasy III*, which is *FFVI* in Japan) are absolutely beautiful with scanned images overlaid on built-up graphics.

Q So how do you go about actually translating a game? What process is involved?

A I was given just 30 days to translate the *Secret Of Mana* text. This meant that I had to fly out to Japan for a month with my wife and kids and just get on with translating the original scripts practically just as soon as they were completed. There's really no time to do justice to these games.

Q So do you normally wait until a game is finished before starting on the translation or work side-by-side with the people writing the original story line?

A No, I usually wait for a finished product and that's because if I jump in and start taking on text before the game is finished, there will inevitably be so many – countless – revisions and rewrites of the original that my translation becomes out of date practically as soon as I've completed it. The people who write these games work right until the last minute to hone the text to perfection, and as the text changes then so does the graphics, the timing of animated sequences and indeed the story line. So it really does pay to wait until the game is done and then jump in and get on with it.

Q How do you co-ordinate the dialogue with hundreds of different characters?

A I play the finished Japanese version about three times then, having video-taped all the appearances of characters, I'll sit down and work out a translation that seems to work in English but will also work with all the original Japanese source code. Then, if there's time, I can start adapting the game more to non-Japanese tastes.

Q *Secret of Mana's* wide appeal might be put down to its action-based combat, players don't have to worry too much about weapon stats and the like if they don't want to. Many older gamers prefer turn-based combat, however, and the slower, more involved plots. Which do you favour? Are there more action RPGs on the way from Square?

A Well, *Secret of Mana 2* will be an action/adventure title as will our first US-developed game; both of which are currently under development. This US game is being done by Americans, for Americans, so it would seem logical that it will follow the more popular action/adventure format.

As regards which is the better system... Well, there are maniacal players of the command-driven RPGs and these people will dabble in action games, such as *Zelda*, but they always actually prefer the slower-paced, more strategic traditional games. We receive telephone calls from strange people many years after a game was released, calling to find out if the game hero ever got married! Now these are *real* maniacal players.

The action/adventure players, however, are larger in numbers and the demographic is different. They tend to be younger and like the idea of jumping straight into the action with a sword in their hands; it's an empowerment issue – you get to go out there, start whacking things and it feels good!

With the more traditional RPGs it takes a good 15 or 20 hours of playing before you're finally hooked.

Q So I guess there's always a compromise to be faced when putting a game interface together or designing a combat system. Do you appease the diehard fans who like to 'go deep', or make the game more accessible to a larger audience?

A Exactly. It's definitely a trade-off and it's a tough one. But I think *Secret of Mana* went a long way into bringing more RPGs into the mix than perhaps, say, *Zelda* which is more predominantly a straightforward action game.

Q You must be very pleased with the reception to *Secret of Mana*. This game has caused jaded reviewers to blub with joy, with its sumptuous graphics and perhaps the greatest musical score of any Super NES game ever. Did you know it was going to be such a success?

A Well, no – there's an interesting story here in that *Secret of Mana* was originally scheduled as a CD game for the Sony CD-ROM SNES add-on that never appeared. So it probably would have been much longer, and I think that when you play it you can get a sense of areas where it seems that something might be missing... But the team working on it turned it back into a cartridge game and I think they did a wonderful job; certainly the graphics speak for themselves.

But as to whether we knew it was going to be a success, well no. In Japan, the game certainly didn't sell very well up against the *Final Fantasy* series (which was in its sixth iteration, whereas *Secret of Mana* was starting off with no momentum) so no one was expecting the runaway hit that it's turned out to be.

Q Is there anything missing from the English version?

A No, just some things have been altered for sake of space.

Q *Final Fantasy VI* is going to be released as *FFIII* in the US, with *FFV* being held over 'till 1995 to be released as a separate game. Could you explain this decision, and tell us about the games themselves?

A The *Final Fantasy* series basically has two separate tracks: the odd series (*FFI, FFIII* and *FFV*) are controller command drive games, whereas the even series are more story line driven games. As for *FFV* though, well although we're sure it's a great title it hasn't been a hit with too many people in our focus groups, although experienced gamers loved the complex character building – it's just not accessible enough to the average gamer. But, we're determined we want to release it so we're going to wait and introduce it once there's a larger audience for its particular style. Hence the wait.

Q Is there a finalised name for *FFV* yet?

A The tentative, working title at the moment is *'Final Fantasy Extreme'*. But this could always change...

Q *FFII* also had some changes (we've heard rumours about the dancers stripping off in the original!). Tell us about those, go on.

A Well, there's a level of playfulness and – dare I say – sexuality in Japanese games that doesn't exist here [in the USA], basically because of Nintendo of America's rules and guidelines. And this includes little characters that take their clothes off, or show their bottoms or chests – that Nintendo won't allow over here. I guess the aesthetic in Japan is perhaps similar to that found in say France or Germany, where you might see more people nude sunbathing or – in magazines perhaps – see more 'anatomical' shots. I mean, in the original there was nothing shocking – there was no sex or anything – but what there was Nintendo didn't like so we had to remove it.

Q Maybe the new, more lenient Nintendo would now allow this...

A Yes, it's certainly possible that in the future there will be a completely uncut version released.

Q Square has picked up Capcom's *Breath of Fire* for translation and a US release is planned for August of this year. What prompted you to make this move?

A Actually Capcom approached us. They had a very busy schedule (that included at least two RPGs) so simply didn't have room for it. And we loved it, and knew it to be something our audience was dying for...

Q What about *Romancing SaGa 2*? Have you any plans to translate this? It did remarkably well in Japan, and its similarities to the *FF* series would make it extremely popular with fans of those games...

A Oh yeah, I'm sure it would be great but unfortunately it all comes down to a manpower issue and we really don't have the resources to do it. For every person put onto the job of restructuring a game for an English translation it means one taken off the development of *FFVII* or *Secret of Mana 2*. So no, unfortunately, I can't see the *Romancing SaGa* series making it over here.

Q A new 16 meg RPG called *Live A Live* is shortly to be released in Japan. Have you any plans to bring this over too? We understand that it contains a little strategy game called *Captain Square*, and few strategy games have made it to the West.

A Oh, yes this is a great game. It's been designed by one of the team behind Hanjuku Hero from a couple of years ago and it's basically seven games crammed onto one 16 Meg cart – so each are graphically quite simple, but great games.

The trouble is that up against *Mortal Kombat*, for example, gamers really demand more visual sophistication – so it's fairly doubtful that we could ever sell enough to get our money back.

Q That's a shame. Maybe one day the audience will be big enough to make it worth while. Just one last thing: the faces that appear in the backgrounds of a lot of your games – what are they all about, is there a hidden message here?

A Everyone seems curious about the faces! But no, there's no hidden meaning, satanic messages or anything – I guess it's just our artists' sense of bizarre humour coming to the fore. Actually, in one of the deep dungeons in *FFII* there was a room that contained the entire programming team. Unfortunately that was one thing that just didn't make it across to the US version. Nintendo didn't seem to appreciate it.

Spoilsports. Well, here's wishing you the best of luck with your future titles Ted, and pick out some good ones for us when you visit Japan. Thanks very much for your time.

BATTLE OF THE GIANTS

Japanese RPG fans really are spoilt for choice, with new titles appearing over there on an almost weekly basis. The two big guns, however, are the *Dragon Quest* and *Final Fantasy* series, overshadowing other releases on reputation alone. In the two-horse race which exists, Enix are maintaining their challenge by the clever use of a certain Akira Toriyama. He's the guy who single-handedly created the *Dragon Ball Z* phenomenon, and he also handles the the character designs in *DQ*. Once the predicted RPG explosion kicks off in the West, you can be sure that we'll see a translation of the forthcoming *DQ6* too.

Left: Tina, the lead character in *FFVI*, takes a breather. This first level is a village in which she can make use of joypad training lessons nearby, much like the US *FFII*. Sadly, Namingway doesn't seem to appear. We miss him.

ONE UNDER THE SAME FLAG

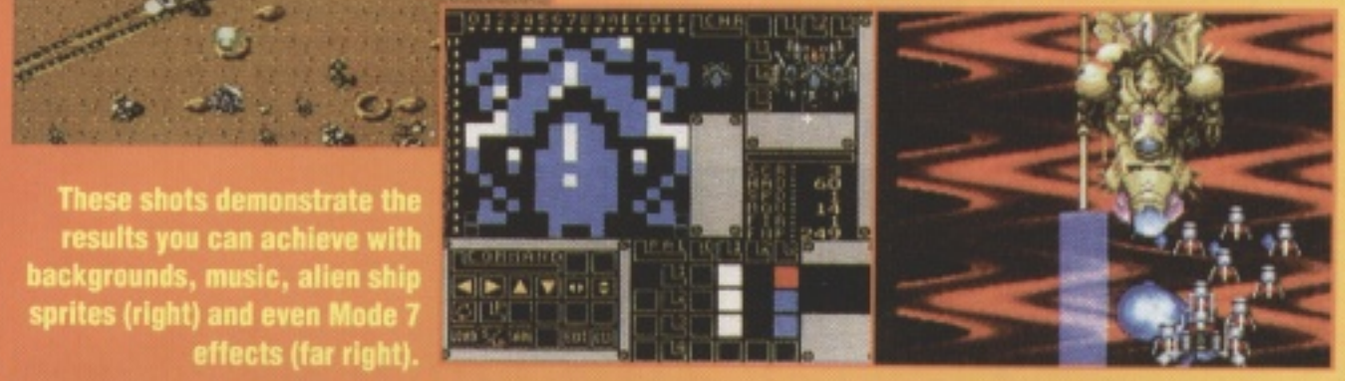
Square aren't afraid to pitch in with fellow softcos, as is evident by-their involvement with Halken on *Alcahest* and with Capcom for the upcoming *Breath Of Fire*. Most importantly, however, are the recent rumours which talk of a Square/Nintendo co-production currently in the works. Imagine the game mechanics of *Zelda* coupled with the depth of something like *FFVI!* We're tracking this development very closely so keep your eyes on *Fantasy Quest* in the coming months for the full lowdown.

Far left: Capcom's wondrous *Breath Of Fire* of which we'll have a full review next issue. Left: *Alcahest*, a rather obscure import which has its moments but generally lacks depth.

THE SHOOT-'EM-UP CONSTRUCTION KIT

ATHENA

'You can't mean...?' 'Yes,' said Captain Wulf. 'We'll have to use the flexon ray.'



These shots demonstrate the results you can achieve with backgrounds, music, alien ship sprites (right) and even Mode 7 effects (far right).

Now here's a glimpse of something that could appeal to the budding games designer. As the popularity of the Action Replay demonstrates, most of you like to experiment with codes to modify your games in some way or other. Unfortunately, you can't hack away on a dedicated games console as you can on a home computer – but a new cartridge from Athena may begin to give you a taste for creating your very own games.

The shoot-'em-up construction kit isn't a new idea by any means – indeed, Athena produced a similar cartridge for the NES last year – but this is the first of its kind to hit the Super Famicom. At the heart of the cartridge is a basic skeleton program which handles screen scrolling, sprite movements and collision detection. However, it's down to you to design the sprites for ships and weapons, choose the backgrounds and plan the enemy attack patterns. There's even an option to use Mode 7 scaling and rotation effects on your own efforts. Although it comes with a pre-stored game already designed by Athena, you can save your own works of art to a powerful battery back-up.

The level of control you have over the game is impressive. Sprites are designed pixel by pixel on a magnified grid, and you can see the finished object coming along as you work on it. Weapon effects can be as weird and powerful as you wish to make them, and it's down to you to decide the rarity of power-ups. You can also play around with the musical score on a sound editor. It won't enable you to build anything as ambitious as *Assault Suit Valken* or *Axelay*, of course, but this new level of interactivity with your SNES is something we applaud wholeheartedly.

We'll be getting hold of a cartridge as soon as it appears, so watch out for more details in *Super Play*.

MR TUFF

SCI

The grim depressing future is already upon us – and it doesn't look good for Mother Earth. Humanity, having tossed one too many burger box onto a once-verdant Eden, has departed for the stars in search of a cleaner and less polluted planet. In our absence, the world's destruction at the hands of rogue military robots seems inevitable. Cripes.

Nevertheless our eponymous hero, a demolition droid called Mr Tuff, has other plans. Determination is his middle name, and he intends to take on the boss war droids at their own game.

Oh alright. Despite the elaborate justification, what we're building up to here is that *Mr Tuff* is yet another platform game in which you must guide an anthropomorphised bot through 40 levels of monsters, traps and secret bits. What interested us when we played it, though, was the impressive range of power-ups and vehicles at Tuffy's disposal. Flexibility is his, er, other middle name, as he can kit out with rockets, flame throwers, drills, submarines and more.

Mr Tuff will be finished and on the shelves in a couple of months, so expect a review around then. Mr Theodore Determination Flexibility October Release Tuff, they call him.

Asimov's *Three Laws of Robotics* doesn't hold much sway in the world of Mr Tuff.

Then again, it looks as if all the robots have 'gone frankenstein', as author John Sladek described it in his highly-recommended novel *Tik-Tok*. They're a motley bunch of bots, those military models.

FANHUNTER

You'll find no finer fanzines

By Zy Nicholson

GAP

I briefly mentioned this back in *SP*21 – perhaps you could spot the tone of excitement in my voice? – and I'm now happy to report that it fully lives up to my expectations. Readers may remember Onn Lee's previous fanzine, *Electric Brain*, which achieved national newsstand circulation after being bought out by a company called Space City Communications. SCC went into liquidation three issues later, alas, but we're happy to see that Onn hasn't lost his enthusiasm for the games scene.

GAP pretty much follows on where *EB* left off – in fact, I believe the Lewis Logaridis item on sound systems has been held over from *EB* for a year – but it's a more solid, focused read this time around. The writers know their stuff, and I wouldn't be at all surprised if some of our rivals stole bits from *GAP's* extensive news coverage. Quite frankly, it puts them to shame. As well as the SNES you'll find information on the Sony Playstation, Jaguar, 3DO, Saturn, PC-E, Neo Geo, MD and Game Boy. 'Sorry, but we won't be covering Commodore's CD32, Philips' CD-i or the TXE Multi-system, as they are... to put it plainly... crap.' I had to quote that bit hyuk hyuk hyuk. For your money you get 50 pages of black and white pics, authoritative text and plenty of scanned screen shots to accompany the reviews.

My only reservation is that, with a 486sx and Quark Xpress at his disposal, it's a shame that Onn didn't run the final draft copy through a spellchecker too: it could do with a touch of sub-editing. Quibbling aside, I strongly recommend you hold your bulging purse aloft and rush headlong into a post office screaming 'Give me a *GAP* subscription or give me death!'. Then, having scared away the Saturday morning queues, send a cheque or postal order for £10.50 (six issues) or £20 (12 issues) to *GAP*, 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR, and make it payable to 'Onn Lee'. It's the sort of 'zine we'd write if we didn't have publishers.

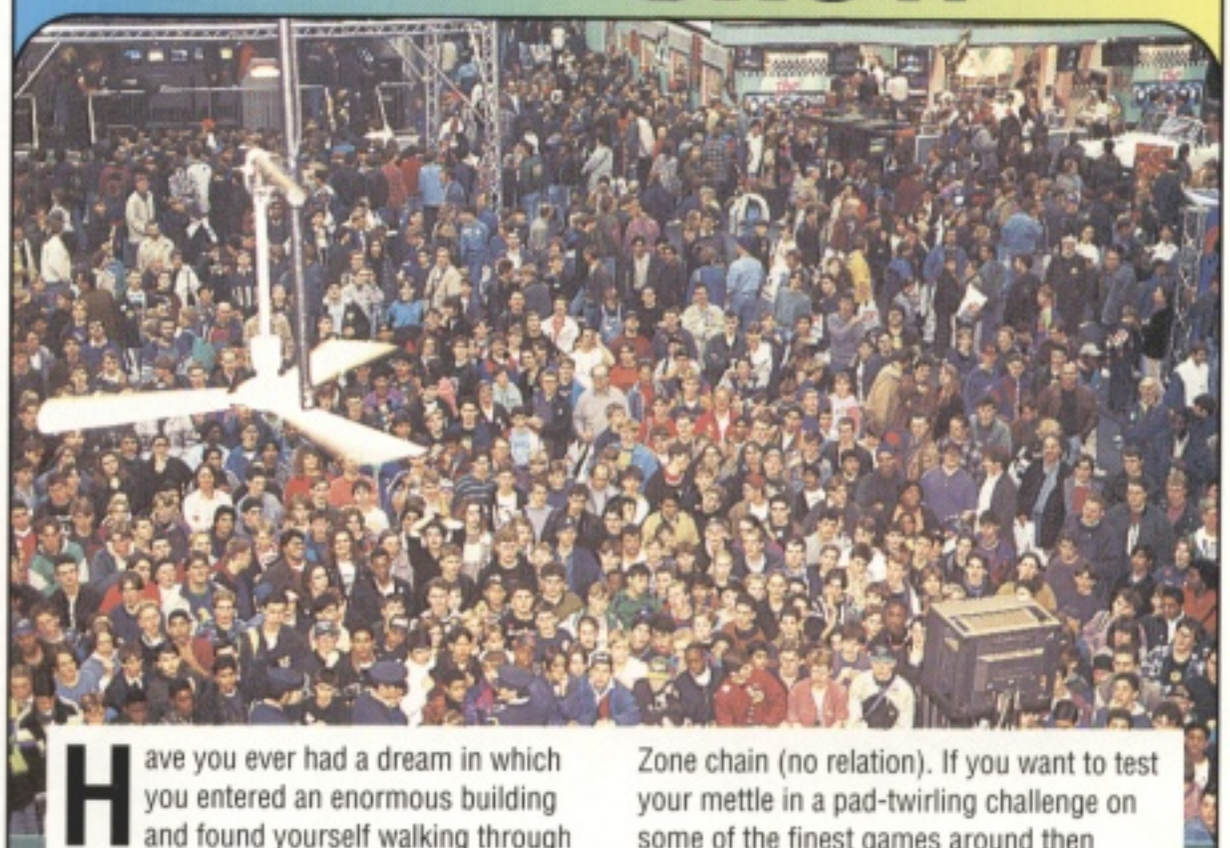
ANIME KYO UK

Obsessed with anime? Wondering how to get involved in the fan scene? Then you ought to consider Anime Kyo UK, a British-based anime fan club, as your starting point. It's a personal, informal fan society that encourages members to write, fax or otherwise communicate with each other: to this end, new subscribers receive a full list of the other members' names, addresses and interests, submitting their own entry and details for the list at the same time. This pen-pal aspect may explain the club's international following, as Anime Kyo boasts fans from all parts of the globe. 'It's great to welcome members from as far away as Australia, Canada, the US, Scandinavia, Gibraltar – and the latest enquiry is from Kuwait,' said club president Carlo Bernhardi. 'I am also very proud to have a Japanese member in Tokyo.' Hmm. Something of a coal/Newcastle/delivery scenario, methinks.

To help everyone stay in touch, Carlo edits and circulates a newsletter three times a year. This consists of artwork, news and reviews created by the members themselves, as well as a regular feature on aspects of Japanese culture. It's fair to describe the folks in Anime Kyo as Nipponophiles, with some of them even studying the Japanese language. If you want to become a part of it then send an SAE to ANIME KYO UK, c/o Carlo Bernhardi, 4 St. Peter's Street, Syston, Leicestershire LE7 1HJ.

SEND YOUR FANZINES TO:
Fanhunter, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.

The Future Entertainment Show



Have you ever had a dream in which you entered an enormous building and found yourself walking through gleaming halls, whose walls were lined with the latest and greatest video games for you to play? Then you've dreamed about the Future Entertainment Show '94 (*phew, I think they've swallowed it – Ed*), which takes place between Tuesday 26 and Saturday 30 of October. You'll have the chance to try out the games we've been previewing recently, as well as taking a peek at some of the new technology on the way. The team will be there too, so you could always take us on at *Super Street Fight II* or ask us that burning question about the magazine.

The show will also play host to the final of the National Games Championship, sponsored and organised by the Future Zone chain (no relation). If you want to test your mettle in a pad-twirling challenge on some of the finest games around then search out your local Future Zone store now for the preliminary rounds which begin on 1 August. If you make it through to the regional semi-finals then you'll be invited to demonstrate your prowess at a special September Road Show. The ultimate winner of the Grand Final, which will take place at the FES on Friday 29, will earn a high-end PC with CD-ROM. There are plenty of prizes for the runners-up too, so it's definitely worth a shot.

To get hold of a ticket for FES '94 then call the Hotline Number: (0369) 4235. Calls cost 39p a minute at cheap rate and 49p a minute at pricey rate, so if you're under 18 then make sure you have permission to run up the phone bill.

Future ZONE
GAMES CENTRE
the uk's no.1 specialist in computer and video games

Belldandy. A crazy love affair with Keiichi on a television near you soon.

Left and below: Takahata Isao's meisterwerk, *Heisi Tanuki No Ponpoko*. A tale of shape-shifting magical raccoons, apparently.

Dive into the pool of anime with the 100m freestyle champ, Helen McCarthy.

ANIME WORLD

Pronounced 'ah-nee-may'

Tokyo Boogie Beat

Above and left: Irresponsible Captain Tyler. A complete loony with a crew just as mad as him. Known in Japan as Justy Ueki Tyler, we're waiting for this one to come out in the UK. *Irresponsible Captain Tyler* is the project straight after *The Secret of Blue Water*. Captain Tyler's humorous antics have won him a lot of friends, and would certainly be a sure-fire hit in the UK and on the continent. It's also winner of the 'Best name in Anime' awards we've just held here in the office, probably.

Summer is a great time to buy Japanese anime magazines. Apart from pin-ups of your favourite characters, they're full of information (for those who read kanji) and pictures (for those who don't) of new TV shows and movies.

Top of the movie list is the new Studio Chibli production *Heisei Tanuki No Ponpoko* directed by Takahata Isao, Miyazaki Hayao's lifetime friend and co-worker, producer of many of his films and director of *Tombstone For Fireflies* and *Only Yesterday;* it's an everyday story of shapeshifting magical raccoons. The cute little creatures find that their village is threatened by humans and they have to use all kinds of stratagems to try and save it. Launched with major Press fanfares and the invasion of every toyshop in Japan by a legion of cuddly raccoons, the film looks set to be one of the big hits of the summer. For the

next film from Miyazaki himself, we'll have to wait until *Mononoke Hime* appears next year. I'm not going to mention the other anime movie event of the summer, *Street Fighter II,* because I'm sure you'll be reading plenty about that elsewhere!

On the OAV there are some interesting TV crossovers. *Irresponsible Captain Tyler,* the hit series from the team who gave you *The Secret of Blue Water,* makes the move to videotape as Justy Ueki Tyler and his madcap crew embark on yet further adventures. Meanwhile the boys of *Cyber Formula GPX* are still roaring round the race tracks of the world, despite the fact that several of the characters look so young they'd be more at home on a BMX bike in the park than on a Grand Prix track in Germany. Girls get a look in on the fast car front too, with the release of Fujishima Kosuke's *Taiho! Shichauzo!,* broadly translated as You're Under Arrest! The creator of the lyrical, romantic *Ah! My Goddess* created this manga tale of a police girl duo before he started chronicling the love life of Belldandy and Keiichi, but it's just made it to the small screen. Incidentally, there's a new AMG OVA too, and a further *Devil Hunter Yohko* adventure.

Over on TV the girls are out in force. *Sailor Moon R* has ended but *Sailor Moon S* takes its place with two new Sailor Senshi bringing the tally of the Pretty Soldiers up to seven. There's more evil to fight and more swooning over Tuxedo Kamen for Usagi chan, so she needs the reinforcements! And more girl magic comes with *Azukarin Chacha,* a cute little thing in the tradition of *Magical Princess Minky Momo.* Not so much about girls as for them, the Saturday morning romance *Marmalade Boy* is about is about teenage love – the girls of Tokyo don't seem to mind getting out of bed at eight thirty on Saturday morning to drool over it.

For those who want something a little harder and more metallic there is, as ever, a new *Gundam* series with yet more robots to add to the Japan, Neo America and so on. The human race has obviously made huge political advances. Instead of bothering with elections and all that crap, every four years each country sends a representative in a mobile suit down to the devastated planet to beat the hell out of each other, and the winner's nation gets to run things for the next four years (Imagine the Olympic Games only consisting of one event, and that one event putting its winners in total control of the world. The way the Chinese are coming up on the sporting front, it could be scary...) Of course Neo-Japan's *Gundam* is the coolest and its pilot the hero. If you like big shiny mecha this is the one for you.

But what if you're one of those weird people who likes to get out and about while the sun is shining? Well, first of all take sunscreen and plenty of hundred yen coins for the cold drinks vending machines, because anyone who wants to venture outside in Tokyo when the heat is on is mad. Britain's little 'heatwave' this summer is a nice mild afternoon in downtown Shinjuku. But if you're determined to get out there, the place to be is at afuresco or its related party if you can wangle an invitation. The word comes from Alfresco – outdoors – but what they are is open events where Press, and sometimes fans, can meet the cast and crew of a show before its recording session. Back in March, Peter Evans went to an *Ah! My Goddess* afuresco for *Anime UK Magazine* and heard the voice artists– or seiyuu as they are known in Japan – the writer, and the director talk about what they hoped to achieve in recording the last episode and how they felt about being part of *Ah! My Goodness* before they recorded the voice track. The party for this event was held about a month later and, again, Peter was there. This time the event was more familiar, like a lavish and jolly office party. There were men in suits from the production company and the various companies involved in making the OVA, giving speeches about the project; there were also bingo games with prizes relating to the show, like dolls dressed as the three Goddesses, Belldandy and her sisters; Urd and Skuld, stationery, games and toys, and a traditional Japanese gambling game where voice actress Touma Yuma managed to sweep the board and walk away with about 35,000 yen! Then there was the devil Hunter Yohko event and party to get through before the Yousen Kaisha afuresco in June...

A favourite of Anime World, Sailor Moon makes another guest appearance, looking cute as ever. We'll always find excuses for showing her.

> 'Summer is a great time to buy Japanese anime magazines'

While this is going on, I'll be in California again, in fact I'm writing this just before leaving for the airport! So next time I'll tell you what's new on the US anime scene. Ja mata ne!

WHAT MANGA VIDEO SAY ABOUT CO-PRODUCTIONS

Mike Preece, marketing manager of Manga offered; 'We're certainly looking at co-productions. At the moment we're talking to the Japanese about a number of potential collaborations for the Western market.

'Unfortunately, while we remain in negotiation, I can't give out any specific information about the projects. We'll be able to make a full announcement around October, when all the deals will have been finalised.

'But I can say that Manga do want to go into co-production, as we feel it is the way forward in the anime world.'

The Guyver Data 5, Tokyo Babylon and other videos are reviewed on page 92.

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

PUGGSY

Psygnosis

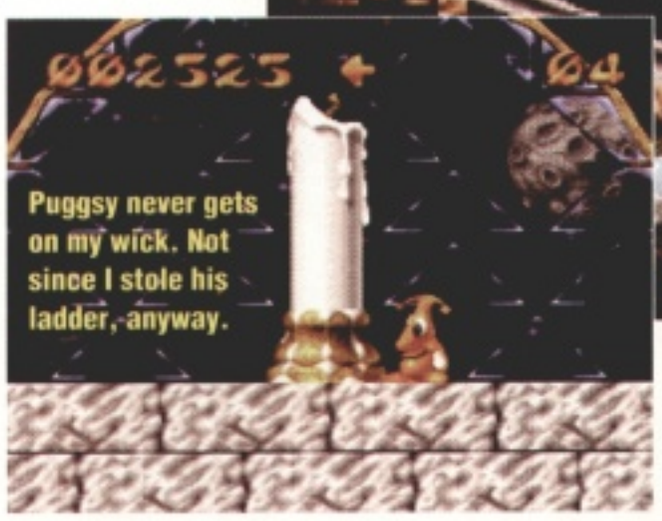
How do you go about creating a video game character? Do you clear out your coffers and pump the cash into manufacturing an identity as you would with a pop group and indeed as Sega did with *Sonic?* Do you happen upon him by chance, as Nintendo did with *Mario* and his famous he's-only-got-a-moustache-and-dungarees-because-of-early-graphical-limitations reputation? Or do you snatch at an already created but little-known character and set about polishing, scrubbing and generally tarting him up until he's ready to appear in his own game?

That's what Psygnosis did with *Puggsy*. After spotting his potential in an Amiga PD demo some years ago, they hastily went about introducing him into a game environment. And the game environment is...a platformer. But wait, it isn't that straightforward. You see, we're talking Total Object Interactive™ here. And that sounds pretty groovy, doesn't it? In real terms, though, it just means that on each of the game's 50 or so levels you're likely to happen across up to 20 different items, each of which being interact with-able. You'll stack barrels to reach the higher levels, collect rayguns with which to down the raccoon-esque bad guys and use keys to locked chests, that sort of thing.

Inertia plays a large part in making *Puggsy* feel quite unlike any other platformer we've seen. Each object is loaded with its own weighting and, coupled with the game environment's low gravity makes for a unique, if initially disconcerting, experience.

We've been bashing through a preview copy of *Puggsy* for a few weeks now and confess to being pleasantly surprised. Amiga and Mega Drive conversions are absolutely not the sort of material we want to encourage onto the Super Nintendo but we may well make an exception this time. Learn of our willingness, or otherwise, in full next month.

Oops – Puggsy with classic 'oh cripes, I've been killed and will slide off the screen' expression.



Ricardo Montalban had nothing on this.

In the early '80s, long before Shigero Miyamoto began working his irrefutable magic on machines such as the Super Nintendo, gamers had other programming geniuses to look up to, and Eugene Jarvis was among the finest. Working with Williams, he was the guy behind such class coin-ops as *Robotron 2084* (essentially the pseudo-prequel/inspiration for *Smash TV*) and *Defender*, the concept of which evolved into the lesser-known but much-admired *Stargate*.

8-bit programmer Archer Maclean picked up on the game's potential as a computer game and *Super Dropzone* was thusly born. But why the trip down memory lane? Well, because Psygnosis have done the decent thing by snaffling up the SNES licence and, in conjunction with new-to-the-SNES developers Eurocom and Lord Maclean himself, are bringing it back with the obligatory Super prefix in time for next issue.

Sliding yourself into a comfy space-suit equipped with a jet pack and on-board laser, your mission in *Super Dropzone* is a pleasant blend of rescue and all-out destruction. Skimming over each planet's surface, the plan is to gather up scattered pods and return them to a central base from where they can be transported to safety. Meanwhile, hordes of aliens buzz the surrounding territory attempting to steal the defenceless good guys and, of course, smash you into the stratosphere while they're about it.

It's a manic, furious game – the like of which hasn't been seen before on the SNES. The game speed and diminutive nature of the main sprites mean that the understanding and use of the scanner facility is absolutely essential for success, and making for the most frantic time you could have with your machine save trying to put it out with your hands if it were on fire. Wearing paraffin-impregnated gloves. And it's all wrapped up with the tell-tale Psygnosis hallmark presentation which includes a raytraced intro sequence of breathtaking quality.

Dropzone purists of old may well scoff at the end-of-level bosses and the new weapon power-up system, but from our experience they only serve to add greatness to an already truly great game. Keep 'em here for the full review next time.

Oooh. A boss to shoot. Archer Maclean likes his bosses, for sure.

Psygnosis

SUPER DROPZONE

BIKER MICE FROM MARS

Konami

Someone once said that the British and the Americans are divided by a common language. Possibly it was Ian McCaskill, but it needn't have been. Nevertheless, this is true. American sports are military affairs, regimented down to the last second, American food looks like ours does after we've eaten it, and American comedians are often funny, and ours aren't (apart from Eddie Izzard).

Biker Mice from Mars was a major hit in the States, but, sad to say, it flopped like a comatose whale here. So where does this leave the game? Well, let's start at the beginning. Throttle, Modo and Vinnie are the three nice characters you can be, and each has their own vehicle to hammer around the tracks on. You can also elect to play Limberger, Dr Karbunkle (sic) and Greasepit, who are sort of baddies.

The speed challenges take place, like *Rock 'n' Roll Racing*, around a series of obliquely-viewed courses. There are 30 of these, and five totally separate-looking backgrounds.

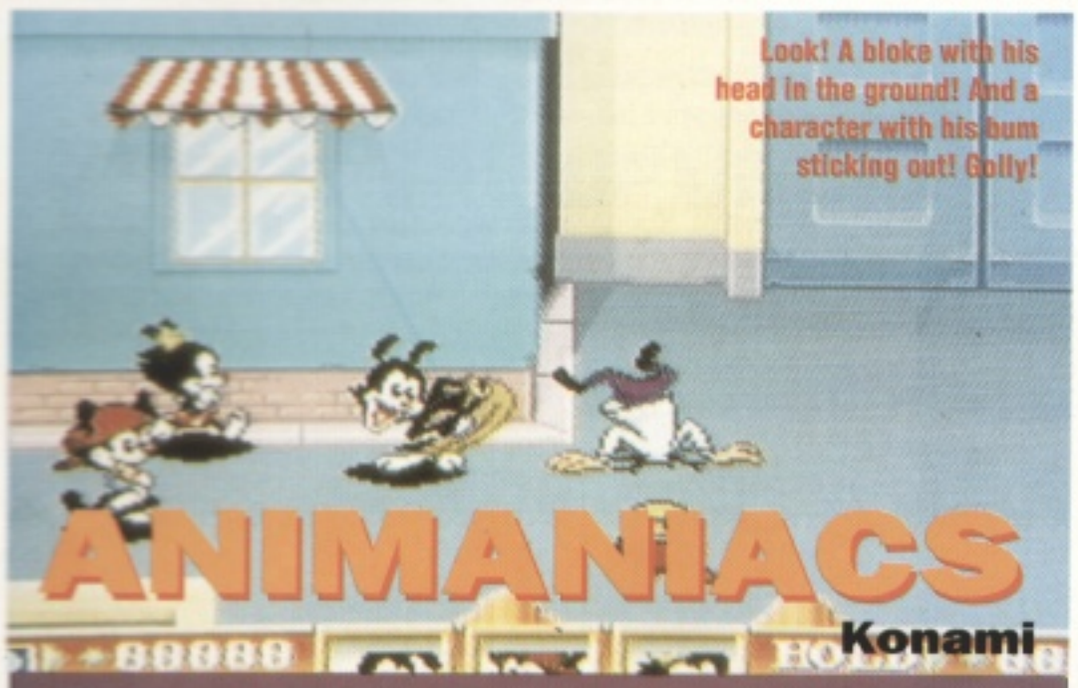
As you race against your foe (who can be controlled by the SNES or another player), you must try and destroy him by using oil-slicks, homing missiles and even lassos. Again, it sounds similar to *Rock 'n' roll Racing* in this respect. And in addition to all this self-induced mayhem, each track has its own collection of obstacles. Exploding manholes, sharks and falling coconuts are three to watch out for.

Biker Mice from Mars also features a battle mode which we know little about, but which seems to be along similar lines to those in *Street Racer* and *Stunt Race FX*. And it's all packed into 8 MBits as well.

To cap it all, the game boasts 'a pounding rock and roll soundtrack', according to Konami. Now which Interplay game does *Biker Mice from Mars* sound like? We'll let you know in a month or two, when we have the full review.

Left: Not, of course, like *Rock 'n' Roll Racing* at all.

Yamaha once *did* design a motorbike for a mouse. But it crashed into a wall.



Konami are certainly not shying away from cartoon licences at the moment. *Animaniacs* is another of their acquisitions to be rated as Number One Cartoon show in the USA, which happens to be produced by the slightly famous Steven Spielberg. But for those who haven't seen it, a quick resumé.

Wakko and Yakko Warner are brothers, and they have a sister called Dot. They're like children, but they look like dogs, for some reason. This has led to their behaviour being remarkably madcap. Apparently the characters were invented in the '40s, but spent an age just lying around not being used. But they're famous and popular now, and the game is set to recreate their 'hilarious' antics.

It's a puzzly platformer based at the Warner Brothers Studio, in which each level is a parody of a famous movie. Pursuing the wacky Warners is the Security Guard, who must try and lock them up from whence they escaped.

Helping or hindering the Warner family are a host of other cartoons, including such perennial favourites as Pinky, the Brain, the Nurse and Dr Scratchansniff (no relation to the Simpsons characters).

Animaniacs is being coded in the US, rather than at Konami's Japanese or British HQs. Konami say' that 'the slapstick comedy will appeal to younger kids, and the constant references to classic movies and characters is more subtly aimed at teenagers and adults'. Where the gameplay fits into this remains to be seen.

Rolling dressed like Death Star, eh? Cute.

BATMAN – The Animated Series

Konami

Not only have Konami got into bed with Warner Brothers, but they've snuggled up and placed their feet squarely on the same hot-water bottle. Warner's Batman – The Animated Series has been a signal success for them. It recalls the old DC comic days when the Dark Knight smacked people around rather a lot and let them die.

The game will be on a 16 Meg cart, and will make extensive use of digitised animation cells, as well as original graphical programming. So it should retain the rather intense nature of the series (not to mention the forthcoming full-length animated feature film)

The entire cast are here; Joker, Poison Ivy, Penguin, Catwoman, Two Face and Mr Freeze are some of the big names who'll be appearing in the game. On Batman's side , though, will Commissioner Gordon, the police boss, as well as someone called Barbara who is by day Gordon's lovely daughter, but at night becomes Bat Girl, Batman's special friend and neophyte.

The game will be varied (as these things generally are), and will feature Batman utilising the BatBelt a great deal as he combats crime on nine levels. There will be sections in which he is forced to steer the Batmobile through the windiest excesses Mode 7, as well as the platform/puzzle elements which will probably make up the majority of the game.

Batman, of course, has been done before. *Batman Returns*, the game of the film licence, was awarded 87% in issue 7. Owing to it's sheer beauty (as well as it's simple, but fun, gameplay). Whether *Batman – The Animated Series* can cope with this kind of predecessor will become blindingly obvious when we review it in a couple of months.

Above: Batman visits Gotham and damages the folk he finds therein.

Left: What would Batman have to say about the Criminal Justice Bill? Eh?

BLABBERMOUTH

with Kris and Tel

Once again our alloy allies report on the games scene with their traditional blend of 90% state-of-the-art surveillance technology and 10% wild speculation.

☎ ...Howard Lincoln blubs again, eh Kris? '... in my view this is the best video game ever made.' The American Nintendo President was getting all emotional about *Donkey Kong Country*, of course, but I think he may be exaggerating just a tad. The proposed low pricing of the cart has incensed many third-party publishers, however, because of the high cart manufacture costs charged by Nintendo. A 32 meg game produced by anyone else would carry a shelf price of at least £100. Not much incentive to think big, is it?

☎ Absolutely, Tel, but you can see that Lincoln's taking his company into the Nineties. NoA has planned an in-yer-face US TV advertising campaign – undermined by the rather clichéd slogan of 'play it loud', alas – that features music by the Butthole Surfers (one of our Zy's favourites, I understand) and a group called, simply and shamelessly, Sweaty Nipples. Not the sort of imagery you normally associate with honest, wholesome, family-values *Mario*, is it?

☎ It seems to me, Kris, that Nintendo's American and Japanese branches are diverging considerably in their aims and practices. *DKC* was designed in the West, but what is Shigs Miyamoto up to? Despite all the great stuff coming our way from the US, it's fair to say that most SNES owners would like nothing more than *Zelda V*, *Pilotwings 2*, *Mario World 2* and *Mario Kart 2* to keep them happy for a year. But these would be Japanese-developed games, and it's been pretty quiet on that front recently. The last announcement from Japan concerned the 32-bit VR machine, which was noticeably hushed up at the CES. Understandably so, with Western-developed 64-bit games already being previewed. As NoA is becoming more accomplished as a games developer, I think we're on the brink of seeing a major split in Nintendo's East/West operations.

☎ I think you're right, Tel. Even *Starwing 2*, *Stunt Race FX* and *Vortex* are essentially western-developed games given a Shigs polish. Talking of which, I've just heard that Japanese developers Takara won't be doing their FX-chipped Transformers game after all. The predicted resurgence of interest in those folding, moulding robot/car/rap'tou/plane/cheese toys just hasn't happened. Besides, *Vortex* will probably satisfy the market for 3D transformy robot carts with FX chips.

☎ It was a disappointment that some companies didn't show up at the CES, Kris. I couldn't find JVC anywhere, even though they were supposed to be showing off *Super Return of the Jedi and Indiana Jones' Greatest Adventure*. They've also got a license to base a game on the forthcoming feature film *Time Cop* which, oddly enough, stars that Guile wannabe Jean Claude Van Damme. Oh well.

☎ Still on the CES, did you see Virgin's ostentatious launch party for *Lion King*? It's rumoured to have cost them $750,000! Blimey. Imagine, if they'd invested a fraction of that money in British programming talent (traditionally paid in chips and ale, remember) they might have something a bit more original than a platform game on their hands. 'Unique in many ways, *The Lion King* video game is the first based entirely on the adventures of four-legged creatures,' as their press release says. Of course! Platformers are unoriginal because they always concentrate on bipeds!

☎ Trying to be controversial, Kris? Oh dear. Anyway, I'm off to play my Jap copy of *Super Street Fighter II*. I'm a bit worried, because I find it keeps crashing on my American SNES. I wonder if any *Super Play* readers have experienced this problem? Maybe somebody is bombarding my HQ with disruptive jamming signals, but let me know if you hear of any other cases that undermine the Nintendo Seal of Quality. Bye now!

INDEPENDENT SUPER NINTENDO MAGAZINE SUPER PLAY

GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Super Play guidelines:

1). **Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.**

2). **Always read the small print on adverts.**

3). **Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**

4). **By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.**

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8). **When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.**

9). **Always order from the most recent issue of Super Play.**

10) **If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.**

SUPER QUIZ

Evenin' all! Hello, hello, hello and everything. Right. I'm Chief Inspector Bubblephantom and this is Sergeant Hedgenibbler of the Avon & Somerset Magazine Police. It has recently come to our attention that you, Mr James Leach of Flat 4, Rundown Buildings, Bath forgot to put the Super Quiz questions in issue 22. This, as you know, is a very serious crime. And worse, we have reason to believe that you knowingly printed the answers on the Next Month page as usual. So I'm placing you under arrest. You are nicked, my son! Hedgenibbler, read him his rights and bung him in the back of the van.

EASY

1 Which new *Street Fighter* character is supposed to be related to an 'April Fool' joke?
2 How many different vehicles are there in *Stunt Race FX*?
3 How many *Street Fighter II* games have there been in total?

MEDIUM

1 How many *Metroid* games has Samus been in before? And on what formats?
2 Name two Arnold Schwarzenegger films in which no-one dies.
3 How many items are there to collect in *Super Metroid*?

HARD

1 What other Capcom games has featured a *Street Fighter*?
2 Which games has Mike Haggar been in?
3 How many people are there in a netball team?

Bubblephantom here once more. I must report that Mr James Leach has been taken into custody, charged with being a forgetful git, and will appear before Judge C Anderson at Bath Crown Court tomorrow afternoon. His solicitor has issued the following statement. 'The law is an ass, and I'm going to kick it. And the answers are on page 98.' Now move along. There's nothing to see here.

CHART THROB

If you want to find out what the most popular SNES games in the world are, just check out the *Super Play* charts.
(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4. Said an intrusive swan. No he didn't.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▶ **FIFA INTERNATIONAL SOCCER**
Ocean
'A cracking conversion from the Mega Drive, plus some extra bits thrown in.' 89%

2 ▲ **STARWING**
Nintendo
A fast, smooth, stunningly playable and addictive shoot-'em-up. 93%

3 ★ **JURASSIC PARK**
Ocean
A huge film-based explore-'em-up. Plenty of dinosaur action. 89%

4 ★ **WORLD CUP USA '94**
US GOLD
A jolly competent football game with lots of lovely features and things. 92%

5 ★ **SUPER MARIO KART**
Nintendo
Back in the charts, and still a classic SNES game. One of *Super Play's* best ever, in fact. 93%

6 ▼ **NBA JAM**
Acclaim
Slick gameplay, great visuals and a hyper addictive four-player mode. 87%.

7 ★ **STREET FIGHTER II**
Capcom
This SNES must-have makes a reappearance in the in the top 10. 94%

8 ★ **MARIO ALL STARS**
Nintendo
Four excellent games packed in into one cart. A must-buy for your collection. 96%

9 ▼ **SIM CITY**
Maxis/Nintendo
'It's so addictive it probably ought to be illegal', as we said in our very first issue. 84%

10 ▼ **ROCK 'N' ROLL RACING**
Interplay/Ocean
A perfect blend on of racing thrills, explosions and bouncy cars with huge shock absorbers. 91%

Mario Kart surges into the charts like a giant surging thing.

NBA Jam, still bouncing like a well-inflated ball.

Rock 'n' Roll Racing – still a game to be reckoned with, whatever that means.

UK IMPORT CHART

Compiled for *Super Play* by Zap Computers

1 **SUPER STREET FIGHTER II** Capcom (US)
2 **STUNT RACE FX** Nintendo (US)
3 **SATURDAY SLAM MASTERS** Capcom (US)
4 **SUPER METROID** Nintendo (US)
5 **SECRET OF MANA** Squaresoft (US)
6 **SUPER BOMBERMAN 2** Hudson Soft (JAP)
7 **THE TALES OF SPIKE MCFANG** Bulletproof (US)
8 **LUFIA: FORTRESS OF DOOM** Taito (US)
9 **MEGA MAN X** Capcom (US)
10 **WORLD HEROES 2** Saurus (JAP)

Super Metroid: the sort of game which disrupts your sleep patterns.

Slam Masters? Ringside-cheat-masters, more like.

Despite fairly limited availability, *Super Street Fighter II* rockets into the import charts at the number one spot. *Stunt Race FX* is deservedly in second place, and most of the games are where you'd expect. *The Tales of Spike McFang* is better known to *Super Play* readers as *Dracula Kid*.

JAPANESE CHART

Compiled by Wil Overton

1 **SUPER STREET FIGHTER II** Capcom
2 **SP GUNDAM GX** Banpresto
3 **SLAYERS** Banpresto
4 **SUPER BOMBERMAN 2** Hudson Soft
5 **SPACE INVADERS** Taito
6 **CRAYON SHIN-CHAN 2** Bandai
7 **FINAL FANTASY VI** Squaresoft
8 **YU YU HAKUSHO** Namco
9 **SUPER FORMATION SOCCER 2** Human
10 **WILDTRAX** Nintendo

Ken kicks the smile right off Dee Jay's face. Again.

Yes, *SSFII* is there at the much-revered number one placement in Japan as well. But a real surprise is the position of *Wildtrax* (what we know lovingly as *Stunt Race FX* here). How come such games as *Space Invaders*, *Yu Yu Hakusho* and *Crayon Shin-Chan 2* beat it? The only way to find out is to phone up Japan and ask them.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **FIFA INTERNATIONAL SOCCER** Electronic Arts
2 **KEN GRIFFEY JR PRESENTS: MAJOR BASKETBALL** Nintendo
3 **NBA JAM** Acclaim
4 **MLPBA BASEBALL** EA Sports
5 **SECRET OF MANA** Squaresoft
6 **LUFIA: FORTRESS OF DOOM** Taito
7 **THE 7TH SAGA** Enix
8 **MEGA MAN X** Capcom
9 **LETHAL ENFORCERS** Konami
10 **EQUINOX** Sony Imagesoft

Lethal Enforcers: The game they really should have called Police Stop!

Lufia: A game featuring cute folk with shiny haircuts.

Typically, the USA continues its love-affair with sports games. The first four games are all sports related. It's nice to see a soccer game at the top of the chart. Perhaps the World Cup has taught them that soccer truly is the best game in the world. Or perhaps they just like playing SNES games about it.

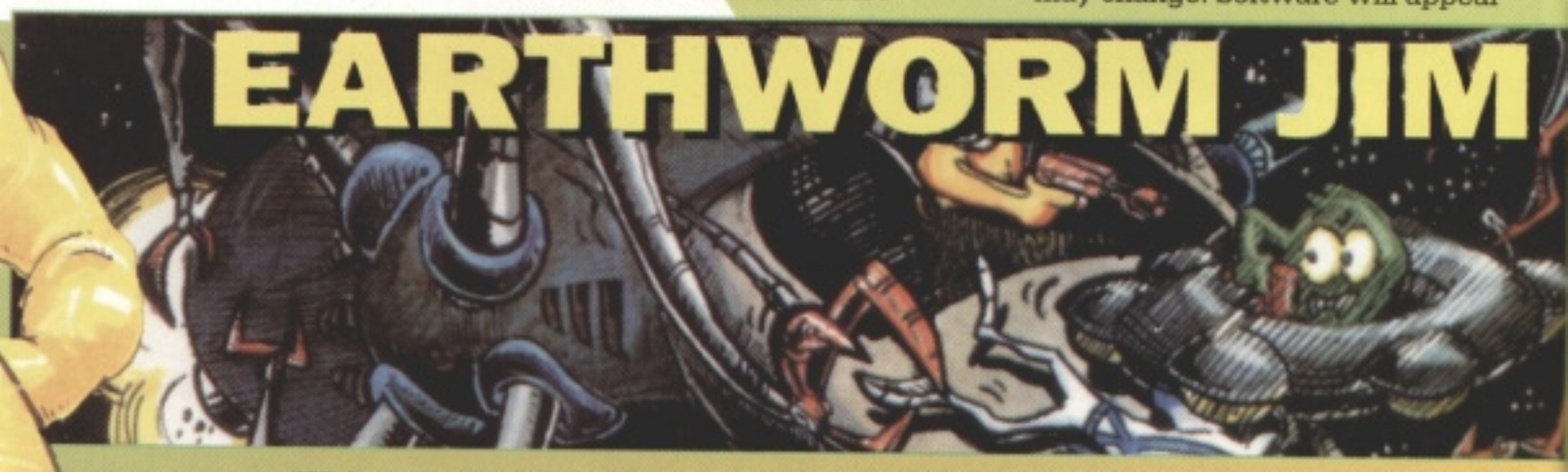
SUMMER

The Summer Consumer Electronics Show in Chicago again played host to the biggest companies in the video games industry, and *Super Play* was on hand to check out their latest offerings. There was so much to see that we can't possibly do justice to it all in one issue. Many of the games previewed hadn't changed significantly since they were last shown at the CES, so if you want to know what you'll be playing, then read on...

Sony's Mickey Mania – just one of the many Disney tie-ins at CES.

THE NEW MACHINE

● Project Reality became the Nintendo Ultra 64, replete with shiny silver logo – not a name that went down well with everyone, it must be said, but there were no complaints about the new console's capacities. Using the 64-bit MIPS technology of a RISC (Reduced Instruction Set Computing) processor, running in excess of 100MHz, the Ultra can handle the real-time anti-aliased texture-mapping of 100,000 polygons per second. Compatibility with HDTV gives it a higher graphical resolution than a standard TV can actually display, and with a colour palette of 16.7 million shades it can represent 'true colour'. So what does that mean in layman's terms? Well, the chips inside your SNES are dedicated to handling sprites, parallax and fore/background manipulation: they're specifically useful for 2D platform games. The Ultra 64 is dedicated to representing deep complex 3D environments and a whole new style of gaming. At present the Ultra interface is a SNES-styled joypad, although that may change. Software will appear

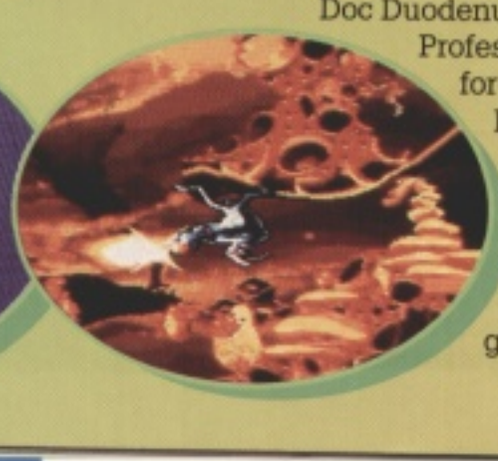


EARTHWORM JIM

If you've played *Cool Spot* or *Aladdin* then you've already encountered the brilliance of acclaimed programmer Dave Perry. Now he's decided to get away from the constraints of the big companies by setting up his own game design team – Shiny Entertainment – and their first title, *Earthworm Jim*, is looking like a corker.

The plotline is odd from the start. An alien suit falls to earth, transforming the worm who crawls inside a tall pink superhero. Unfortunately for Jim, he finds he needs all the powers of his accelerated evolution to help him fight the host of alien aggressors who want the suit for themselves. Bizarre characters like Major Mucas, Doc Duodenum and Professor Monkey-for-a-Head (yes, he does, we said it was odd) all make a bid to wipe him out. The graphics are looking as splendid as you'd expect from a Perry project, but there's more emphasis being made on gameplay and variety.

Earthworm Jim will be distributed by Playmates this winter in the US, but it's bound to see a UK release soon after.



Below: Our eponymous protagonist, *Earthworm Jim*, sometimes has no control over the alien suit as it flees from the evil Psy-Crow (far left).

RCES '94

on 100 megabit cartridge format, although the console has the capacity to accept a CD-ROM drive in the future.

● Rare's *Killer Instinct* is very much a *Street Fighter* clone – if, that is, you can imagine *SFII* in three dimensions. There's no abstract *Virtua Fighter* chessboard-in-space nonsense, either: you're in a real room with solid objects, and when you knock your opponent into a window, the glass breaks and they roll into the street outside. The arcade version will appear later this year, so you'll be able to see it for yourself. One of its game screens reminds you that you'll be able to play this at home if you buy an Ultra 64 – not a bad hook, eh? Unfortunately we weren't allowed to take photographs, curses.

● *Cruis'n USA* from Williams might have an appalling title but it's a cut above the usual driving game. Graphically it doesn't surpass Namco's *Ridge Racer*, but majors on speed and variety. As the name suggests, you race a Ferrari across the states from the San Francisco Bay Area to Washington DC's White House. A coin-op version will appear later this year, so watch that corner of the Trocadero with quiet anticipation.

ROLE PLAYING GAMES

● The biggest RPG of the season is Square's *Final Fantasy III* (see our Fantasy Quest special on page 14). Nintendo has taken on *Illusion of Gaia*, Enix's sequel to *Soul Blazer*, as part of its Autumn line-up. That means there's every chance of seeing it in the UK. This promises to be a highly action-orientated RPG with *Zelda*-style dash attacks and jumps, although weapon stats and hit points cropped up where monsters were involved.

● We've already reported on *Super Drakkhen*, sequel to the odd and frankly not-much-cop 3D perspective French RPG *Drakkhen*. Now we understand that it's to be released by Kemco under the title *Dragon View*: improved graphics and a more involving storyline should raise this 16 meg game well above its predecessor.

● First impressions of Interplay's *Lord of the Rings Vol 1* invoked disappointment. The graphics tried to be intricate and doomladen but instead seemed murky and dull, with titchy character sprites and awkward movement. The puzzles were reminiscent of *Young Merlin* and character stats involved nothing more complex than hit point levels. We'll hold out hope for the finished version, but *Vol 1* may share the fate of the Ralph Bakshi film.

● FCI's *Ultima* games were out in force again, with *Runes of Virtue II* and the *Black Gate* lined up for release in August and December respectively. Each of these boasts over 100 hours of playing time, and the conversion job seemed a little more effective than on *False Prophet*. Their conversion of *Might & Magic III – Isles of Terra* also looks smarter than the previous game, including mouse compatibility and better graphics. It's still pretty much a Western-style dungeon bash, of course, with 90 mazes and hundreds of monsters to hack your way through.

● If you've been unfortunate enough to catch *King Arthur & the Knights of Justice*, the improbable American cartoon series about a football team catapulted back through time to a Dark Age fantasy realm, then make what you will of the news that Enix are developing a 16 meg action adventure game based on it. You create a party of three knights, each with different abilities, to tackle Morgana and her evil allies. A more promising title from Enix is *Brain Lord*, an action/ puzzle RPG. It's best described as a cross between *Soul Blazer* and *Alcahest*, and centres very much on swordplay and battle magic.

PLATFORM GAMES

● *Donkey Kong Country*. That's all you need to say really, as everything else paled in comparison. The circling shark was our favourite character, so we'll

Ever thought about how many games are dominated by male WASP heroes? *Bebe's Kids* from Mandingo Software attempts to redress the balance.

You could play *Stunt Race FX* in a buggy, or check out a giant moogle on the Square stand. Nintendo's grotto (below) drew the biggest crowds, however.

SUMMER CES '94

show you more of this incredible pseudo-32bit game.

● One of the most promising platform titles was *Blackthorne*, from Interplay. There's a passing resemblance to *Flashback*, with more than just a bit of running and shooting involved. You still get to despatch a few enemies with a reassuringly large firearm, thankfully, but you'll need to think a bit as well. One to watch, we reckon.

● Having seemingly squeezed every last drop out of the scrolling beat-'em-up genre, Capcom were preparing to launch a similar assault upon the realms of platformdom. The most exciting announcement was that of *Mega Man X 2* which takes the metal-clad hero's outing tally to a whopping fifteen. While the game concept appeared to be largely non-ground breaking, the cart will be assisted by Capcom's new in-house developed custom chip. Allowing gamers to 'experience greater depth and game play capabilities' was all Capcom would offer by way of information on what we suspect is merely an advanced DSP chip. Still, it's a move in the right direction.

Being pushed as a measure towards gender equality in games (*What?! – Ed*), *The Great Circus Mystery Starring Mickey and Minnie* further affirmed Capcom's links with Disney. As reported in *SP*22, it's a

Interplay's *Blackthorne* (below right) will be called *Blackhawk* in the UK.

simultaneous two-player platform title with looks to at least match the standards of its illustrious predecessor. Should be good.

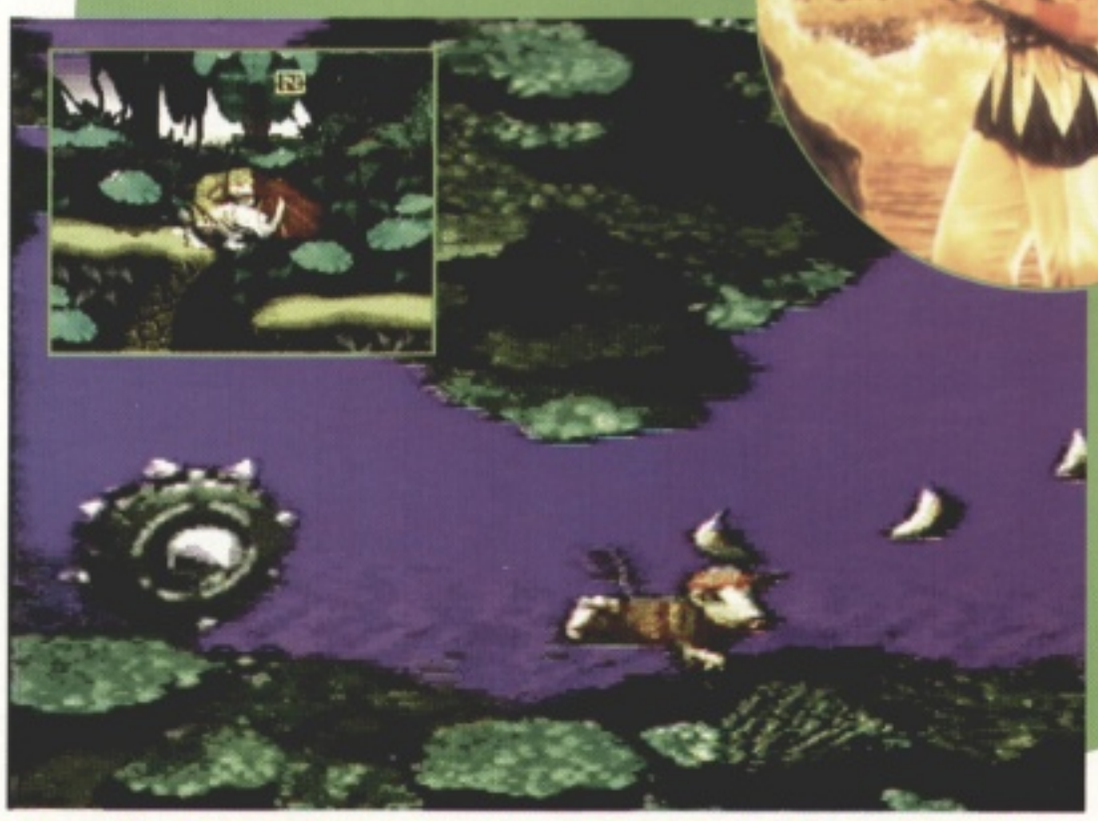
● US Gold had a surprisingly small presence at the show, with only two titles not previously shown in the UK – *Hurricanes and Izzy's Olympic Quest*. Both were fairly routine platform efforts, selling themselves on a *Soccer Kid*-style ball projectile concept and official 1996 Olympic Games licence respectively. Don't expect any global warming due to the world being set on fire by either game.

● Popping out of nowhere came Gametek's *Tarzan: Lord Of The Jungle*. Presumably a generic title – there was no evidence of any Filmation cartoon licence – it looked remarkably, erm, unremarkable with a puny-looking apeman laid over disappointingly typical backdrops.

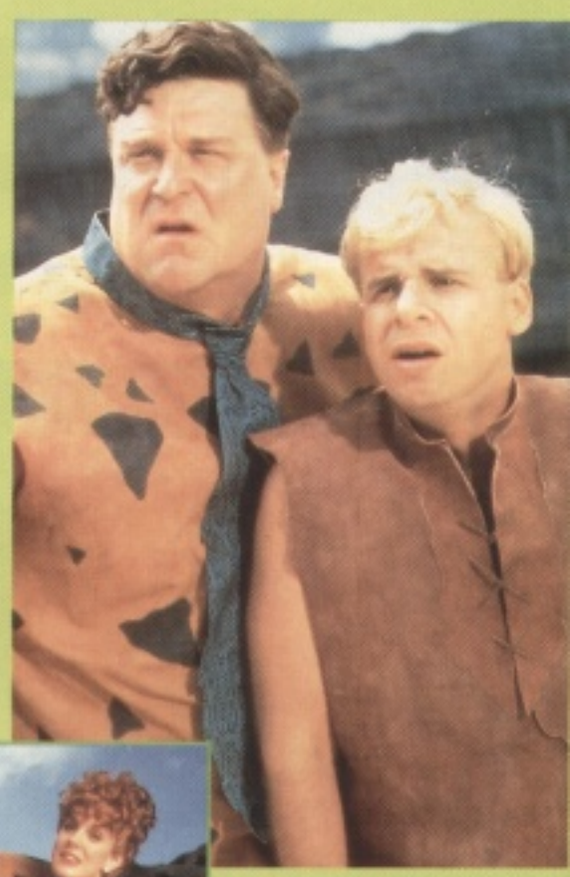
● *Impossible Mission 2025*, first shown in the UK two ECTSs ago, gained another airing on the MicroProse stand. The fluid animation of the game's hero seemed to have remained unchanged, appearing in an environment made of lifts, searchable objects and lots of juicy cars, motorbikes and other decidedly un-*Impossible Mission* but tasty-looking stuff. It's still hard to tell whether it will be worth the wait, though.

BEAT–'EM–UPS

Who would win if a rat fought a crocodile? Or a bear took on a bunny? You'd be surprised. Gametek's Brutal (subtitled *Paws of Fury*) pits eight vastly differing creatures against



We couldn't resist more *Donkey Kong Country* pictures. It's absolutely incredible!



Critics are calling this film the *Flopstones*, but Ocean is pressing ahead with its licenced game.

each other in a battle to the death. Cartoon-style graphics combine with special moves and bizarre combos to make *Brutal* a game which may be a surprise hit. Then again, maybe not.

● Alongside *Mortal Kombat II*, Interplay's *Judgement Clay: Clayfighter 2* was the most graphically impressive. Not to be confused with *Clayfighter Tournament Edition*, this is an uprated version of the original, but boasts an all-new set of characters.

● The 'famous' American cartoon series *Stone Protectors* comes to the SNES via Kemco. It's really a cross between a beat-'em-up and a platform-style explorer. There are five characters, each with 15 different moves and combos, and there is a two-player (or one plus SNES) co-operative play mode. There are 10 gameworlds to battle through, and the game boasts a 'non-stop rock-'n'-roll soundtrack'. More cheesy spandex poodle rock nonsense, we suspect.

● Like *WWF Royal Rumble* and *Muscle Bomber*, *FCI's WCW Superbrawl Wrestling* supports four-players with a multi-tap, and again, like those games, it has the options for a single match or a tag-team brawl. Thanks to the *WCW* licence, the players are the real ones, and the game includes digitised images of them, as well as their actual voices, bellowing and howling. And to cap it all, each player has his own 'signature move'. Whether it actually surpasses the earlier wrestle fests, though, remains to be seen.

● Information on *The Tick* is a little scarce, but it's Fox's first foray into the world of video games (they're also doing *PageMaster*, a Macaulay Caulkin adventure film licence, but that's a different story). *The Tick* is a US comic which Fox intend to turn into a movie, and the little chap gets into all sorts of violent scrapes in the SNES cart too.

● *Takara's Samurai Shodown* and *Fatal Fury Special* conversions have now been translated for the US. Unfortunately they're unlikely to reach this country unless Headstrong, who recently brought over *Takara's Art of Fighting*, do the same again.

● If the SNES can't handle polygons, why not try another approach? *Ballz* from PF Magic is a 3D combat game in which the characters are made up of spheres. They look slightly like Michelin Men, but the idea is that they can move very quickly in 3D and thus provide thrills and spills aplenty. One of the most exciting features is the instant replay. You can watch the fight from any angle, even directly overhead. The Taunting Scoreboard hurls wisecracks like confetti, and apparently there's some secret Morph Power which can make one fighter change into any other with a special combination. Sounds impressive, does *Ballz*. Apart from the name.

SHOOTY GAMES

● If you remember Taito's *Operation*

Wolf coin-op with fondness then it's likely that you'll know its sequel, *Operation Thunderbolt*. Compatible with either joypad, mouse or Super Scope, it allows two players to tear down Arabic terrorists at the same time. We used to enjoy playing it alone in the arcades but putting enough money in for two players, allowing the use of an uzi on each arm for that genuine John Matrix experience. Whether the SNES version will impart such amusement remains to be seen but it did at least look to be a competent conversion.

● Flying through a chain-smokers body, vapourising cancerous cells, sticky tar, and heavy phlegm deposits was Rex Ronan's unenviable task in Rayasystems' *Rex Ronan: Experimental Surgeon*, the first release in their 'Health Hero' series. Hardly classic video game material this and its lacklustre execution didn't help it. We're looking forward to a possible liver-repairing, beer-related sequel, though.

● A welcome surprise – visually, at least – appeared in the shape of *Metal Morph* from RPG-meisters FCI. Mixing futuristic Mode 7 flying sequences with more sedate platform action isn't a new concept, but the dark and moody shades in which the game is depicted make for a game worth watching closely. Let's hope it'll be more polished gameplay-wise than other multi-genre mixes.

PUZZLE/ STRATEGY GAMES

● Interplay's *Star Trek: Starfleet Academy* plunges you into the middle of a galactic war, an antimatter engine meltdown, a diplomatic disagreement – but only in simulation. Remember, fellow anoraks, that James T Kirk, like all prospective Federation captains, had to train on (and cheat against) the infamous Kobayashi Maru scenario? *Starfleet Academy* tests your mettle as a cadet learning the ropes before you embark on one those five-year missions.

● We're still not sure how THQ's *SeaQuest DSV* is shaping up, though it can't really count on the strength of the licence and a port of the original show's graphics to help it out. With underwater sections, platformy sections, a sub sim and a bit of Mode 7, it's looking like as much of a mixed bag as *Akira*. That's no bad thing, of course, and probably the only way to deal with a series where the best actor is a chummy dolphin.

● The last title on Nintendo's own line-up, *Wario's Woods*, is a puzzler that has made the transition from NES to SNES. You get to play the mushroom-headed Toad (the favourite of many players), who must protect the enchanted forest from nasty bloke *Wario* and the monsters he sends against you. Toad has to stack bombs against the monsters to clear them away, resulting in a *Tetris*-style puzzle game for one or two players. Hundreds of levels and reasonably fun (but it's not as good as *Puyo Puyo?*, though).

● *The Acme Animation Factory* from Sunsoft departs from their usual platform style. Instead you can use a mouse to select backgrounds and music and determine a sequence of actions for your favourite Loony Toons characters until you've constructed your own mini-cartoon. Not bad, eh?

● Mary Shelley's *Frankenstein* from Sony is still a mystery. It's actually based on Kenneth Branagh's forthcoming film *Mary Wollstonecraft Shelley's Frankenstein*, so let's hope it doesn't end up like Francis Ford Coppola's *Bram Stoker's Dracula* in its game form.

ODDNESS

● Now stop me if I'm wrong, but do you really want to feel the force of a *Dragon Punch* when playing a beat-'em-up? That's the idea of Aura's *Interactor*, a backpack full of solenoids that jump, thump and rattle you about whenever you get hit in the game. For masochists only.

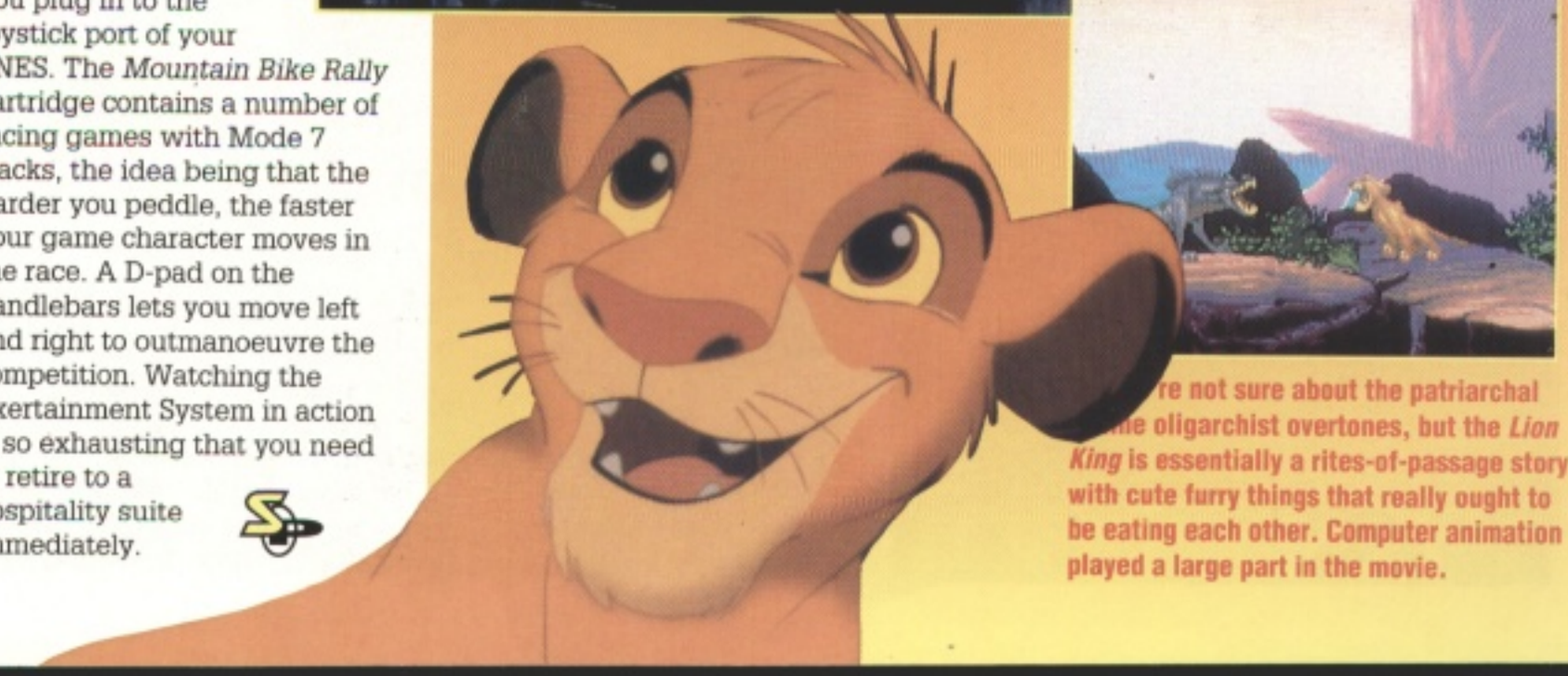
● If you're feeling a bit of a potato after all that armchair sport then Life Fitness reckon they have the answer. For $799 you can obtain a specially modified exercise cycle which you plug in to the joystick port of your SNES. The *Mountain Bike Rally* cartridge contains a number of racing games with Mode 7 tracks, the idea being that the harder you peddle, the faster your game character moves in the race. A D-pad on the handlebars lets you move left and right to outmanoeuvre the competition. Watching the Exertainment System in action is so exhausting that you need to retire to a hospitality suite immediately.

THE LION KING

Attempting to repeat the success of *Aladdin*, Virgin has again teamed up with Disney to create a game based on the next hit full-length animated movie.

The result is (surprise!) a 10-level platformer that follows the growth of Simba the Lion from cub to king of the Pride Lands. A team of 15 Disney animators worked on producing 2,000 original cels for the game's sumptuous graphics, which may go to explain why *Lion King* fills a mighty 24 megabits of cart ROM.

Promoting the game at CES, Virgin laid on an extravagant jungle-themed breakfast launch that entertained over a thousand guests with music, dancing troupes and real lions. The game itself remained well hidden and is still being tweaked by the Westwood Studios programming team before its release.



re not sure about the patriarchal ne oligarchist overtones, but the *Lion King* is essentially a rites-of-passage story with cute furry things that really ought to be eating each other. Computer animation played a large part in the movie.

RISE OF THE ROBOTS

With such ambitious CD origins, it was inevitable that concessions would be made for 16-bit formats. Clever coding will make up for this to some extent.

A few months ago, *Rise of The Robots* seemed to be the talking point of every games mag. Wondering why it's all gone quiet on the Robot front since then? Here's the latest story...

When game publishers Mirage first conceived of *ROTR* two and a half years ago, they intended the raytraced 3D beat-'em-up to appear only on PC CD-ROM.

Headed up by ex-Bitmap Brother Sean Griffiths, Mirage Technologies' ethos was to explore and expand the boundaries of the new medium. Established film techniques were used to develop the T2-style morphing effects, and they brought in a professional interior designer to create the futuristic stages for each type of robot. However, the apparent popularity of *Mortal Kombat* and *SFII* provoked them into thinking that, in order to succeed, the game would need to appear on more popular formats. Not least, your SNES.

"Technically it wasn't difficult to scale down the game for a console release," said Mirage's MD Andy Wood in CTW, 'the problem was the inventory risk associated with cartridges.' It's easier to lose money on unsold cartridges than on floppy discs or CD because of the higher production costs, so Mirage wouldn't have been able to develop a SNES conversion without the backing of a big company. Fortunately, a company called Time Warner Interactive put up the cash that allowed development to go ahead.

The robot sprites will be rendered in 16 colours but the backgrounds will use 128.

In fact, Time Warner invested so much of the green stuff in *ROTR* that Mirage has been able to put some grand plans into practice. A massive *Mortal Kombat* style advertising campaign will promote the game in the Autumn (expect to see the advert, the T-shirt, the mug and so on). Since Blabbermouth's revelation concerning its clunky-looking gameplay, we're also glad to learn that they've since spent a further $20,000 on playtesting. Diverse research methods – such as monitoring the players' reaction from behind mirrored glass – have aided the programmers' attempts to polish up the feel and control of the robots.

The development and planning needed more time so the game's release date was put back until October 7. Despite the impending hype, we're looking forward to seeing a finished version of the game and we'll bring you a full review very soon indeed.

Shades of Metropolis: the final boss is a silver morphing 'female' android called the Supervisor.

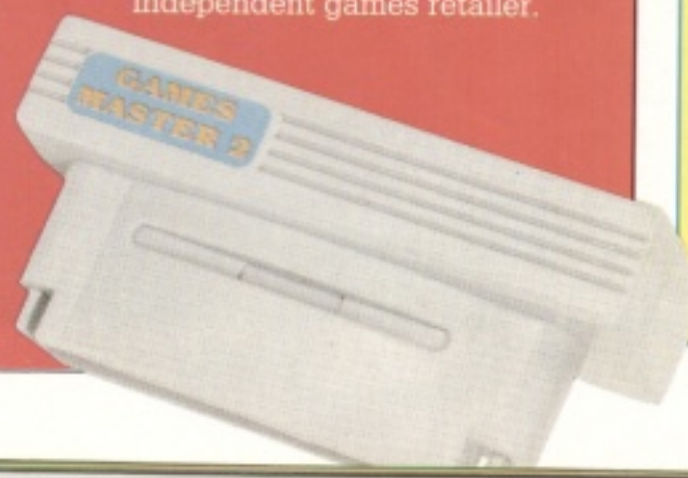
KEEP ON ADAPTING

After issue 19's adaptor round-up, we've been keeping a close eye on the plug-in world of the SNES. We featured the Games Master, which has now been superseded by the sensibly-titled Games Master 2.

The Games Master 2 overcomes the NTSC-only protection, so common on recent import titles, and works adequately with problem children like Secret of Mana and FX games like Wildtrax. However, the Games Master 2 isn't universal and will only work happily on a British PAL Super Nintendo; it won't let you play PAL games on an American SNES or Japanese Super Famicom, note.

The unit itself is sturdily-designed, and should last for a lifetime with a bit of care. In fact, in looks and build, it is similar to Fire's device (which can be no bad thing).

So, whilst there are all-singing, all-dancing cheat-cart adaptors around with, their posh trainer modes, their in-built codes and their fancy London ways, you can get the Games Master 2, a no-nonsense adaptor, well-made and effective for £14.99. To do so, telephone Thornley Distribution on: (061) 627 0935 or check your local independent games retailer.



SUPER PLAY readers go topless

For a while, at least. It may be that you're brilliant enough to have won a Super Play T-Shirt, a garment so exclusive that we have just the one to share between the entire team. If so, the bad news is that there will be a delay before your prize is sent to you. The fairly good news is that we've convinced our publisher to crank open his wallet and splash the cash on a completely new style of shirt, hence the delay. The stupendously good news, is that it will feature an original design by our very own Wil Overton. Wil's busy pencilling some ideas as we speak, so we're sure you'll be happy to hang on for a bit – sans blouson, as it were – until he's come up with something special. You'll be able to buy this new T-shirt through our mail order too.

MORTAL KOMBAT II

Acclaim

Remember the blood fuss when we first saw *Mortal Kombat?* All the whinging about the sanitisation of the game? Well Nintendo heard everybody who raised their voices. And the blood is here in *Mortal Kombat II*.

The reason? Nintendo have undergone a policy-review in the last few months. They've shifted slightly from their 'Family Computer' stance, in which nothing even slightly unpleasant was ever depicted in any of their games, thanks to the new rating system which is (half-heartedly) being introduced to the games world. Thus, *Mortal Kombat II* contains the most gore ever seen in a Nintendo game.

Ugh. Gobbing is rude and you shouldn't do it!

MK II boasts many other considerable improvements over the original; the graphics, particularly the backgrounds, have been smartened and made clearer, and there are a couple of new characters. Of special note is Maleena, who American research published in EGM, indicates is the toughest character in the game. Baraka is the other addition. He's a thug who, in looks at least, takes the place of the missing Goro. Of course, you can play as the shapeshifting Shang Tsung and the smelly Reptile as everyone expected.

The game does play better than *MK I*, that's for sure. Whether it's enough to set beat-'em-up fans alight once more remains to be seen, of course. We'll be featuring a full review next month.

Sub-Zero's old magic is still there. As you can clearly see.

Maleena's killer singing voice has the same effect as ELO.

'Come here!' Scorpion's rock-hardness still wins fans in Usk.

WELCOME TO THE FATALITIES!

If you're a bit hot on the joypad, you'll be able to finish your opponents with style. One of the enhancements to *MK II* is that each character now has many more potential fatality moves. On average, they've got about three each.

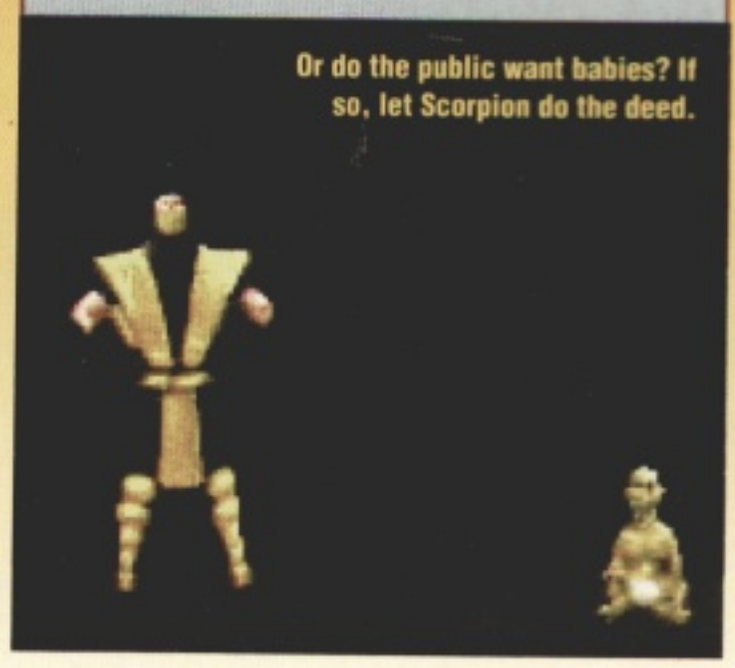
The best ones, such as Kitana's murderous kiss all remain, but they've been added to. Now it's possible to chuck people in the acid pool, dismember them completely and even eat them.

Learning the new fatalities isn't easy, but it's worth persevering because they do round off the bouts nicely, and, more importantly, they give you a real incentive to win.

Arrgghh! This is what the public want! Blood! Maiming! Nasty things! Indeed!

WELCOME TO THE BABALITIES!

If you find the fatalities a tad distasteful, you can always opt for the babalities. These have the effect, as the name suggests, of turning your hapless opponent into a baby. Having committed this heinous act, no further action can be taken, fortunately. It's a moment of light relief in a game which, let's face it, is a little grim.

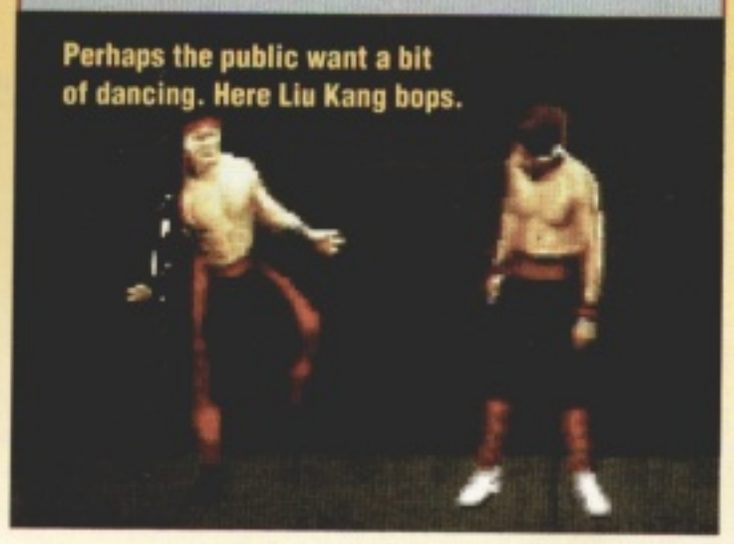


Or do the public want babies? If so, let Scorpion do the deed.

WELCOME TO THE FRIENDSHIP BONUSES!

Now this is just plain silly. I mean, can you really take Sub-Zero seriously when he presents the vanquished and bloody Scorpion with a little Scorpion doll.

Or how about kicking in Maleena and then giving her a bunch of flowers? Both the babalities and the friendship bonuses add a great deal to the game, as well as lightening the tone.



Perhaps the public want a bit of dancing. Here Liu Kang bops.

SUPER
STREET FI
THE NEW CHA

SEPTEMBER 1994 ISSUE 23

Japanese Release

Game: Super Street Fighter II
Publisher: Capcom
Developer: In-house
Price: £89.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 32 Mbit
Adaptor: Any
Game supplied by:
TCR Comp. Exch. (071) 636 2666

It's been called a phenomenon. It's been called a way of life. And it's been called a right royal rip-off. *Super Play* tells how it really is.

WHAT'S THE DIFFERENCE?

So what are we getting with the latest instalment? Well, more than is probably immediately apparent as it happens. Many people have looked at the game and instantly dismissed it as a blatant exploitative cash-in by Capcom but many of the changes here are subtle and you'd have look fairly closely to notice them. Apart from the new characters and new moves for existing characters as detailed elsewhere, expect to find the following enhancements in *Super:*

GRAPHICS

● All of the character portraits have been ported over from the coin-op. When Capcom developed *Super* for the arcades they redrew them from scratch, by hand, then scanned and coloured them on computer systems. The resulting images are more crisp than the original's with a tougher, world-weary look. We like them.

● Each character can now be played as one of eight colours, including *Original*, *Champion* and *Turbo* edition set-ups. The colour dependents on which button you press when your character is highlighted.

● All of the existing stage backgrounds have been updated by the use of more varied colour and, in some cases, by the inclusion of entirely new elements.

SOUNDS

Perhaps the most immediate overhaul apparent in *SSFII* is in the soundtrack. Each piece of music has been beefed up and background effects have been included; passing cyclists tinkle their bells in China and instead of just honking their stuff at the end of each round (which they did, wrongly, in *SFII Turbo*), the elephants produce a din all the way through the India stage.

Character speech has been updated too, with things like Ken and Ryu now actually sounding different (although we suspect it's just the same sample played more quickly for the hyperactive Ken) and Guile's Sonic Boom being accompanied by a disappointingly wimpy, Americanised voice-over.

One complaint which has been lodged against *SSFII* in this area is the lack of oomph which greets heavy blows. Whereas *SFII Turbo's* big hits were satisfyingly crunchy, *SSFII's* seem to have generally been toned down.

WHAT'S THE DIFFERENCE?

OTHER BITS

● Four new types of dizzy appear in *SSFII*. Now after repeated hits either stars, chicks, angels or grim reapers will appear above the fighter's head, all accompanied by their own goofy sound effect. They don't effect the gameplay, though, and their appearance seems to vary at random. Oh, and yes, we know that *SFII Turbo* had stars and birdies, but not in this formation.

● *SSFII* introduces the concept of bonus points to the series and so each first hit, combo, reverse attack and recovery is marked with an on-screen prompt and a set amount extra points award.

● Capcom rolled their *Super* arcade machines into sticky amusement halls last year with one extra special, unique, never-before-seen, four machine link-up mode. It allowed eight characters (either all human or a mix of human and CPU) to compete in a tournament conducted on a knockout basis, and it's made its way down to the SNES version too. An initial concern we had was the potential button configuration mix-up due to our different preferred set-ups. We shouldn't have worried; Capcom have incorporated a system whereby the SNES 'remembers' each of the eight fighters' initial selections ensuring that the old 'Aargh – I can't play

Look, I tried okay? Hey, I had it set on difficulty level eight, mumble mumble...

with these "keys"!' moan will never rear its oh-so ugly head. So we all play in harmony. Well, relatively speaking.

● The final change is the new Group Battle option. Here, players choose up to eight fighters each (characters can be duplicated, but only once) and after all the fights have finished the player with the most wins, er, wins. This mode has been seen before in *Fatal Fury 2* and it's probably just about as useful here as it was there – hardly at all. Still, you're getting more for your dosh so stop complaining.

CHARACTERS

CAMMY – ENGLAND

The 19 year old leotard-wearing, and hefty-kicks having, British secret service agent. She's fast and is probably the new character that most people will initially want to 'be', but for all the wrong reasons. Probably.

THROWS

CANNON DRILL – ← ↙ ↓ ↘ →

travels up to half of the screen and if carefully thought out with the other characters style can leave her vulnerable.

SPINNING KNUCKLE – ← ↙ → and any punch This two-hit punch is perhaps the least useful attack amongst Cammy's arsenal. With careful timing, however, it can pass through fire ball projectile attacks.

THRUST KICK – → ↓ ↘ and any kick. Yes, this is more like it. Operated using a standard Dragon Punch D-pad movement, this kick is extremely effective both close to the opponent and also when slightly distanced.

SLAMS

SUPLEX – Grab using either medium or strong punch to stove your foe into the turf.

THIGH PRESS – The same method as the Suplex but using medium or strong kicks.

Cammy can also use both types of throw in mid-air à la Chunners.

DEE JAY – JAMAICA

Dee Jay's, allegedly, a musician by trade who incorporates his natural rhythm into his fighting style. His moves are charged based making him a natural progression for Guile fans. We think he smiles a little too much, though.

SPECIAL MOVES

HYPER FIST – charge ⬇ then ⬆ and any punch. Also known as machine gun punches, these can be chained together to lethal effect by using rapid punches rather than a singular press.

MAX OUT – charge ⬅ then ➡ and any punch. It's Guile's Sonic Boom. That's it.

DOUBLE DREAD KICK – charge ⬅ then ➡ and any kick. It's often tricky to get the second hit in on knowing opponents.

THROWS

SHOULDER TOSS – Medium or strong punch with a grapple.

BACKFLIP TOSS – And this is the kick variation.

FEI LONG – HONG KONG

FA kung fu master turned movie star, Fei Long is known his mood-swings and inclination to blub at the slightest provocation. Popular with arcade-goers because he needs to be practised with a great deal in order to guarantee success.

SPECIAL MOVES

REKKA KEN – ⬇ ↘ ➡ and any punch. What a move! It may not look particularly tough on its own but string three together and you've got an attack of cranium-splintering effectiveness.

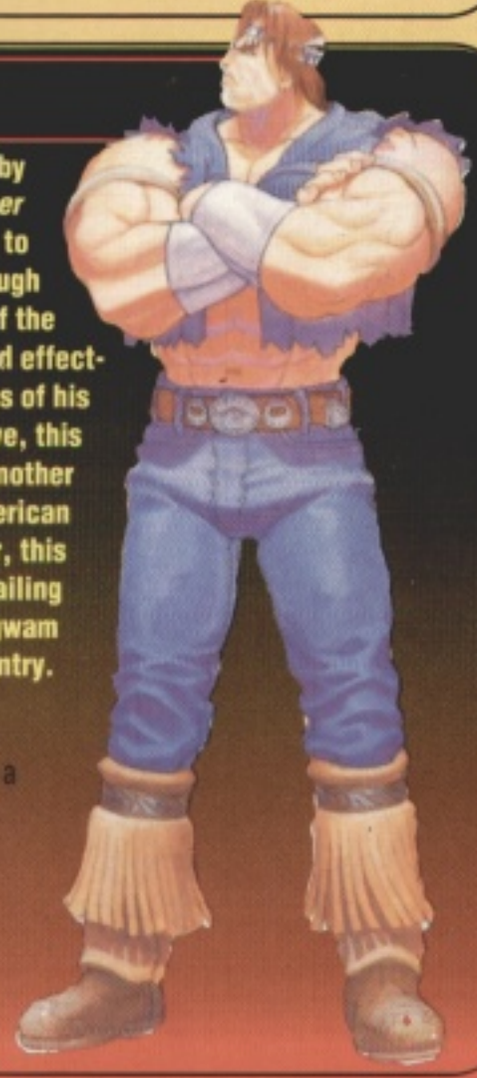
RISING DRAGON KICK – ⬅ ⬇ ↙ and any kick. Another killer move – one of the most attractive-looking in the book.

THROWS

POWER THROW – Fei Long's medium or fierce punch throws aren't amazing.

HAIR THROW – His kick variant is preferable as he grabs his opponent by their head spins over, and luzzes them across the screen.

T HAWK – MEXICO



Said by some *Super* experts to be *too* tough because of the size and effectiveness of his Hawk move, this is another American character, this time hailing from wigwam country.

SPECIAL MOVES

THUNDERSTRIKE – ➡ ⬇ ↘ and any punch. Very similar to a Dragon Punch, this, except for its unfortunate lack of invulnerability.

HAWK – Jump and press at least two punch buttons on the way up. A swan-dive of a move and one that's useful both up close and from a distance.

STORM HAMMER – Rotate 360° and any punch. This is supposedly as easy to effect as Zangief's spinning piledriver and one of the most vicious in the game.

GRABS

ELBOW SMASHER – Use a strong kick when grabbing for a repeat-strike grip.

NECK CHOKE – The strong punch equivalent which puts pressure upon the opponent's neck. It's evil, but we like it.

All of the existing characters have undergone changes since *Turbo*, some, like Ryu have new moves which genuinely enhance play while others such as Dhalsim merely have their existing moves updated in order to make them either more accessible or more effective, thus bringing them up in line with the others. NB All fighters' names are the Japanese originals.

E HONDA – JAPAN

Honda's Sumo Smash now knocks down with one hit. Although having said that, it's a wonder that it didn't before. I mean, look at the size of his ar...(*snip! – Ed*) Apart from that minor enhancement, he's the same loveable old porker with the crazy underpants that he always was.

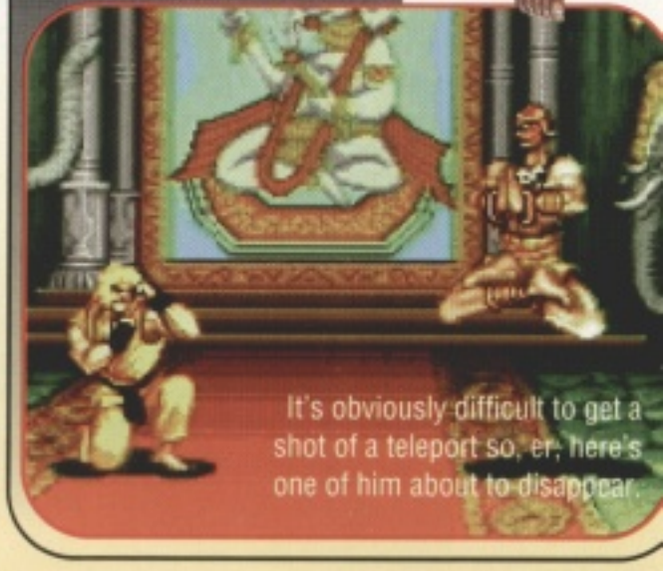
BLANKA – BRAZIL

Blanka has always been strong and he's got a new roll to beef him up even further. Now he can roll using kick rather than punch. The resulting attack is a reverse flip followed by an arced spinning roll making it especially suited to plucking approaching opponents out of the air.

And these are the two stages: back flip and spin. Not, as they say, bad.

DHALSIM – INDIA

Dhalsim's Teleport has been made considerably easier to pull off in a hurry but other than that he's unchanged. That's disappointing – I wanted to see a new Stretchy Neck Headbutt included, that would have been good. Or maybe a lassoo move using that mystic skull necklace thing. Yeah, or... (*That'll do – Ed*).



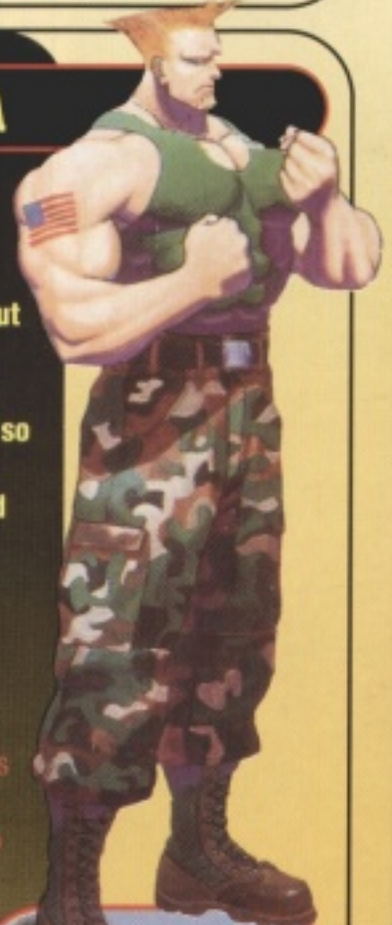
It's obviously difficult to get a shot of a teleport so, er, here's one of him about to disappear.

CHUN LI – CHINA

Everbody's fave oriental rumbler now has a new strong kick which she uses at close range. And her new fireball has to be charged like a Sonic Boom (rather than the Yogi Flame movement of old) and it only travels for two thirds of the screen. Now all she needs is a move to utilise those stupid ear muff things.

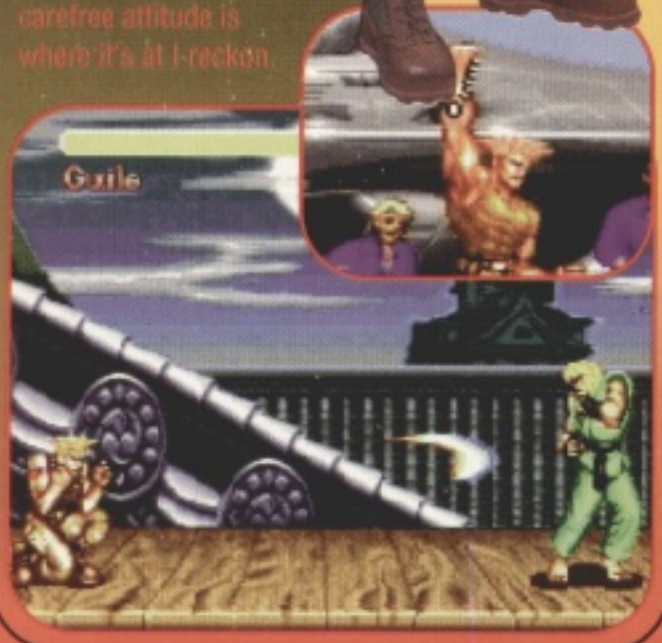
Chunners' new kick doesn't enhance her enormously but the new fireball means she can repeat it more quickly.

GUILE – USA



Guile has a new look Sonic Boom and a slightly revamped medium strength kick but that's it. Some experts still claim that he's the best character anyway, so maybe it's just as well that he wasn't expanded to any serious extent. Oh, and check out that new holding-dog-tags-aloft winning stance. Still a poser.

I can't believe that Guile is the lead character in the movie. What happened to Ken? His surfboarding, carefree attitude is where it's at I-reckon.



ZANGIEF -USSR

Now here's somebody worth having a look at. Capcom obviously decided that his short-range attacks weren't enough to keep him in the running so they've updated his slamming moves. Now, if you end a 360° spin with a kick rather than a punch he can grab an opponent from up to half a screen away and perform a Siberian Suplex or Bear Crusher on them.

The two key stages of the Siberian Suplex and a failed Bear Crusher at the bottom.

RYU – JAPAN

Ryu's accidental red fireball from the original *SFII* has been developed into a proper move for *Super*. It operates in the same way as a Yoga Flame and either knocks the opponent down if the hit is close, or stuns them if it's from a distance. He's still one of the most flexible characters in the game and we love him like a brother.

Here's Ry strutting his stuff in his favourite charcoal grey pyjamas.

KEN – USA

Throw a Dragon Punch with a strong punch and it becomes one of the most powerful moves in the game allowing for combos running up to five plus hits. Something which has been removed from both Ryu and Ken is the invulnerability as Cyclone Kicks leave the ground, making them slightly less powerful in that department.

There's nothing quite like a Flaming Dragon Punch. Or a Cyclone Kick for that matter.

M BISON – USA

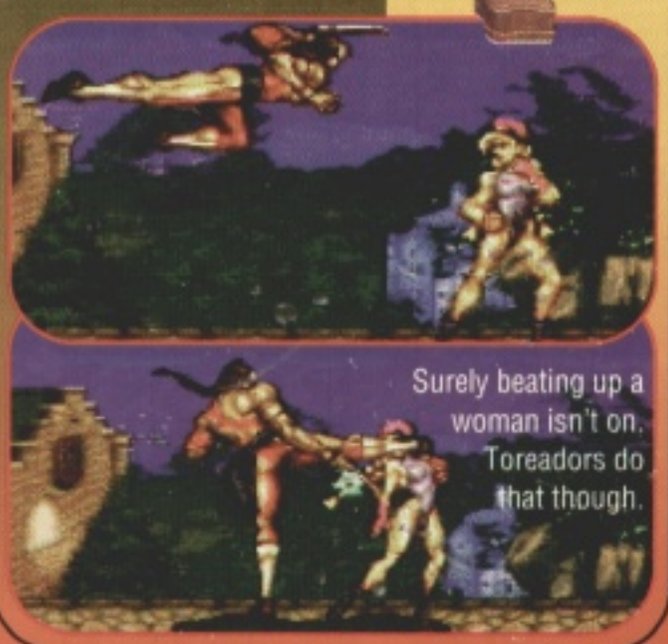
Apart from some general cleaning up of some of Bison's punching animations, he's been endowed with a completely new special attack. It's performed in the same way as Chunners' Spinning Bird Kick and is a sort of junior Dragon Punch technique. It passes through projectiles too, so you've now got no excuse for never playing as him.

Bison resorts to his killer haircut move. Nasty.

BALROG – SPAIN

Let's face it, Balrog was never going to win the first prize in the Annual Fighter's Ease Of Use Awards. But instead of changing his existing attacks, Capcom have introduced something new; his Off-the-Wall Claw Thrust. Performed by charging down then any diagonal up and punch, this attack homes in on opponents from anywhere on the screen. And he's got a new kick, too.

He'll have somebody's eye out with that thing, he will.



SAGAT – THAILAND

They haven't found a cure for his alopecia yet, but the Capcom boys have certainly polished up Sagat's standard punches and kicks. His two-hit Tiger Knee now starts hitting lower on the opponent and ends higher and he has an all-new flying punch. Don't expect anything out of this world, though.

I don't think Sagat should be doing this stuff. Look at his bandages – he's obviously not well.

VEGA – THAILAND

The Flying Psycho Fist is Vega's new attack and what a cracker it is too. Performed in the same way as Guile's Flash Kick (but with punch) this manoeuvre mirrors Balrog's notorious Wall Climb (Barcelona) move. His scissor kick has been increased in power too, making him an attractive proposition either for people just starting out orhardened *Turbo* vets.

The backdrops still aren't interactive. I'd love to clonk someone with that bell.

TAKE CONTROL

Looks pretty handy, doesn't it? Get on the phone and badger those importers for one now.

In a move reminiscent of their original *SFII* Fighting Stick launch, Capcom have released a new pad, the Soldier, to coincide with the launch of *SSFII* in Japan. Rather than the original, however, which was clearly a desktop arcade-style design, the Soldier pad has been ergonimacally engineered to be suited to hand held use. We're not aware of any units making it to these shores as yet, but we're tracking it closely as it looks to be a natty piece of kit.

The bonus round action hasn't been enhanced, sadly.

Right and below right; The Time Challenge calls for more ferocity than usual, as you strive to KO the opponent double-quick.

GOOD, BAD OR UGLY?

As Geoffrey Wheeler used to say, we've got a difference of opinion here. You see, judging by the letters which we receive at *Super Play*, there seems to be an almost 50/50 split amongst SNES gamers where Capcom are concerned. Half are keen to support Capcom in their *SFII* endeavours regardless, and half believe the big C to be a company which has grown to become an uncaring multinational with diminished concern for consumers.

But let's get all the nasty stuff out of the way – we're all cheesed off that it's *Super* and not *Super Turbo* that we're getting – and let's concentrate on its brilliantness. Because it *is* brilliant. Fantastic, even. It's the best beat-'em-up we're going to see this year, of that I'm sure.

The main factor which counts towards its skillness is the introduction of the four new combatants. Remember when you first got the opportunity to 'be' the bosses in *Turbo*? Well this is even better because you won't even have seen Fei Long and his friends in action before (outside of the arcade anyway). And they aren't just cobbled-together, characterless after-thoughts – they all have their own distinctive fighting style and you'll soon forge that bond with them in the same way you did with the originals.

The additional special moves add pots of appeal too, and I never want to play an un-Flaming Dragon Punch Ken ever again after enjoying the delights of tagging one onto a string of moves to form a five-hit combo.

It's not all plain sailing, however, and I know you wouldn't forgive me if I didn't tell you about the questionable bits. For starters there's the speech, which I found disappointingly lacking. Capcom have removed the 'fight!' from the beginning of each bout and while I'm sure that sounds a petty grumble, it means that you've got to watch for the on-screen indicator before you can let go that pre-charged Sonic Boom, for example. Plus, there isn't quite the range of samples which appear in the Mega drive version and that's a 40 meg cartridge. The endings were also a let-down; Ken's is the same as *Turbo*, with not even nary a token gesture made towards sprucing the sequence. What's the point in redrawing his portrait for the selection screen and then leaving the crusty *Turbo* version in the end sequence? It smacks of laziness to me.

But I'm being purposefully picky because it's such an enormous title. The bottom line is that if you bought your SNES primarily to play *SFII* or *Turbo*, then you really must get hold of this. Don't be put off by that Jap price either; the US version should be around now for about £55-£60. Casual *SFII* fans, however, might be better off persuading a friend to buy it and then commandeering the cart for the odd weekend or two once in a while.

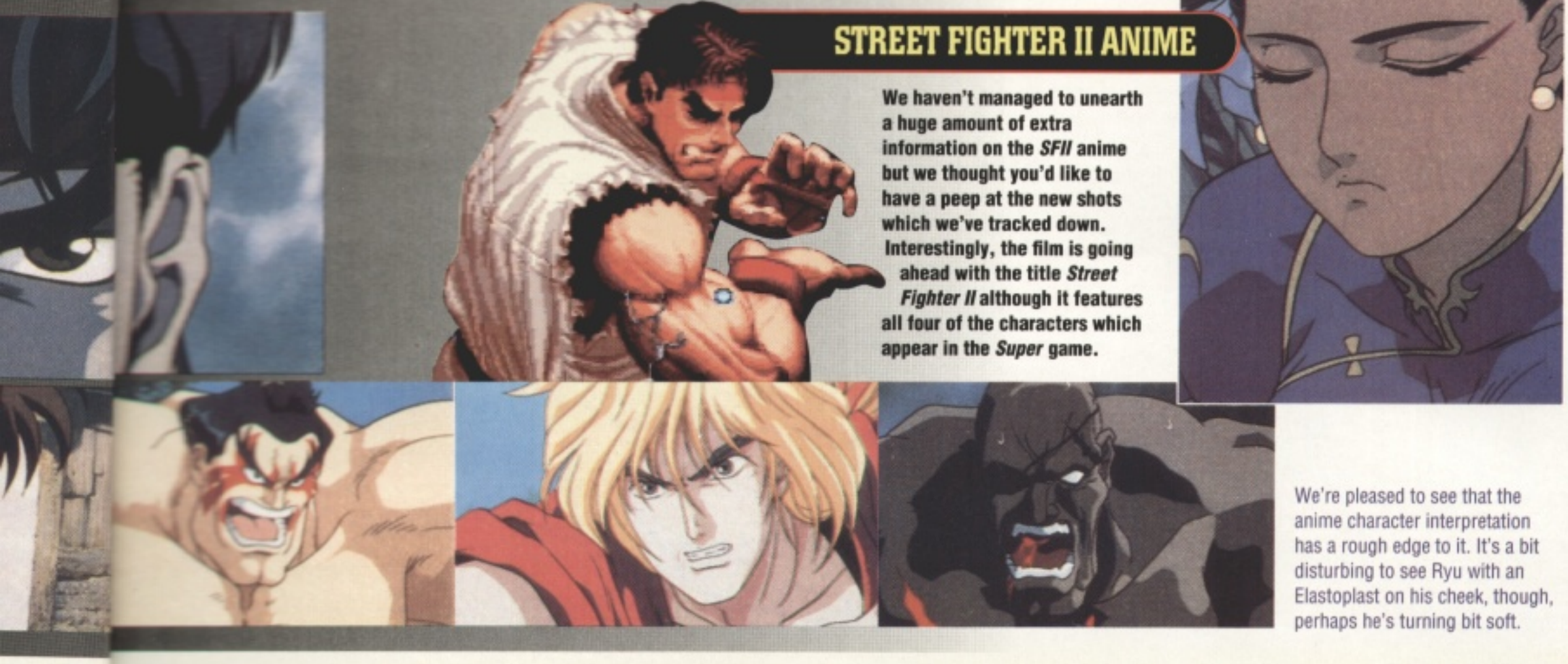
● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
94%	91%	95%
GAMELIFE	OVERALL SCORE:	96%
95%		

VERDICT: A king amongst mere pretenders. Throw away those Capcom gripes and buy the best beat-'em-up the SNES has yet seen.

STREET FIGHTER II ANIME

We haven't managed to unearth a huge amount of extra information on the *SFII* anime but we thought you'd like to have a peep at the new shots which we've tracked down. Interestingly, the film is going ahead with the title *Street Fighter II* although it features all four of the characters which appear in the *Super* game.



We're pleased to see that the anime character interpretation has a rough edge to it. It's a bit disturbing to see Ryu with an Elastoplast on his cheek, though, perhaps he's turning bit soft.

SEE STREET FIGHTER AT THE CINEMA

Prepare to tear yourself away from your SNES because *Street Fighter – The Movie* is currently in production.

The year is 1995. The place is Shadowloo (which is a country in Southeast Asia, apparently). There's a civil war raging, and neither side shows any sign of giving in. Warlord General M Bison doesn't think his war is big enough, so he brings it to the point of global crisis by taking 63 Allied Nations relief workers hostage. He demands $20 billion for them, otherwise they'll all get put to death. Bad man. Very bad man.

But the world won't give in that easily. Colonel William F Guile is called in to rescue the hostages. His hands are tied until he can locate the secret fortress where Bison lives. Guile needs help.

So who does he call? Ken Masters and Ryu Hoshi. These are two down-on-their-luck fighting geezers who, it's clear, would be good at penetration military defences dressed only in their pyjamas. Also on Guile's guest-list is Cammy. She's a British Intelligence Officer which a pair of 200-hole DMs. Their mission is firstly to infiltrate the house of Bison's arms supplied, a chap named Viktor Sagat.

All this is big news, of course, and following the story is a Chinese reporter with a kick like a hundred mules. Yes, it's good old Chunners. But although she's chasing the story because her work demands it, perhaps there's more to it than that. Perhaps something nasty happened ages ago. Like Bison kicking in Chun Li's dad. Or perhaps that's just us getting a little carried away.

Anyway, as the characters all converge on Bison's hideout, you can be sure of some major-league shoeings. But the question on everyone's lips is, who's going to be in this cinematographical epic? Here's the cast list.

COLONEL GUILE: Jean Claude Van Damme
M BISON: Raul Julia (from out of the Addams Family)
KEN: Damien Chapa
RYU: Byron Mann
SAGAT: Wes Studi (off of Last of the Mohicans)
BALROG: Grand Bush (*?! Ed*)
E HONDA: Peter Tuiasosopo
VEGA: Richard Jay
DEE JAY: Miguel Nunez
DHALSIM: Roshan Seth
T HAWK: Gregg Rainwater
CHUN LI: Ming Na Wen
CAMMY: Kylie Minogue (*Kylie? Kylie? KYLIE? – Ed*)

Not sorted out at the time of press is Zangief, Fei Long and, unsurprisingly, Blanka. There's also a new character to be introduced for the film, Captain Sawada. He is to be played by a Mr Kenya Sawada, apparently. He's Guile's second-in-command, and Capcom are apparently considering the possibility that he will be included in an upcoming game.

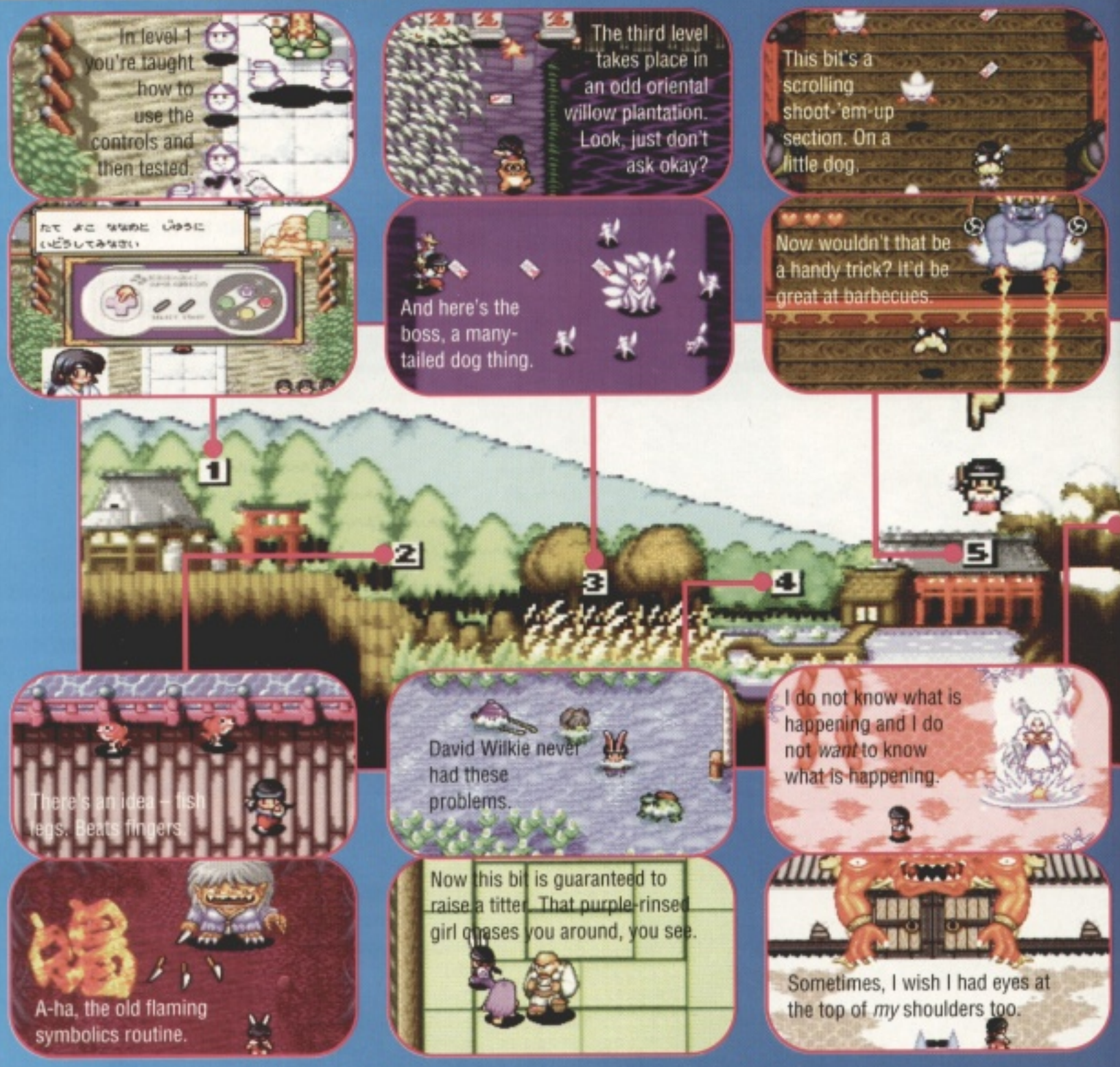
Street Fighter – The Movie will hit American 'theatres' in December of this year, and is released here in 1995.

We *knew* they'd never find an actor willing to have his hair cut like Guile. Still, the Muscles From Brussels isn't a bad choice. Remember him in the *Bloodsport*? That was all a bit *SFII*. Weird eh?

KIKIKAI

WORLD BEATERS

In which we stroll casually through the gameworld and stop off to take some piccies along the way. Not forgetting our stout walking shoes and flask of tea.


In level 1 you're taught how to use the controls and then tested.
The third level takes place in an odd oriental willow plantation. Look, just don't ask okay?
This bit's a scrolling shoot-'em-up section. On a little dog.
And here's the boss, a many-tailed dog thing.
Now wouldn't that be a handy trick? It'd be great at barbecues.
1
2
3
4
5
There's an idea – fish legs. Beats fingers.
David Wilkie never had these problems.
I do not know what is happening and I do not want to know what is happening.
A-ha, the old flaming symbolics routine.
Now this bit is guaranteed to raise a titter. That purple-rinsed girl chases you around, you see.
Sometimes, I wish I had eyes at the top of my shoulders too.

'How about this slinky little number? It's just your size I think.'
'No, but have you any rabbit ears in stock? I'll take all you have of those.'

Left: This is my favourite level. I just love that glistening translucency of the water. On a hot day it makes me almost want to turn the telly upside down and get some out. But I don't.

Japanese Release

Game: Kikikaikai 2
Publisher: Natsume
Developer: In-house
Price: £74.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 16 Mbit
Adaptor: Any
Game supplied by:
TCR Comp.Exchange (071) 63 62666

e some
k of tea.

A besuited Sayo is stuck between, er, two rocks and a hard place.

Uh oh, it's the chief whip.

Didn't something like this happen in *The Neverending Story*?

I don't think there were any winged tigers in it, though.

s at

A raccoon, a weird-looking flail and heaps of potty co-stars – yep, *Kikikaikai* was *our* kind of game. And the sequel has got it all and more! So it's a fab game, right? Well...

KAI 2

IT TAKES TWO

As with the first game, *Kikikaikai 2* places playing emphasis very much upon the use of two characters. Player one always takes control of the lead girl character, Sayo, while player two picks up the reigns for the girl's companion.

Initially, the choice of companion is limited to three: the raccoon from the original game, a girl versed in ninjitsu, and a judo-robed balding strong bloke. Throughout the game, though, you'll happen across huts within which new characters will introduce themselves and offer up their services in combat.

Unlike the first game, which was pretty straightforward in two-player mode, Sayo can now make full use of her companion by either flinging him/her towards nasties to create energy-sapping explosions and even by melding together with them to become one, allowing her to temporarily exploit the companion's special abilities.

MELDING

Toss your pal into the air and he'll fall to earth and land on your head. Now you're ready to roll...

RACCOON

Sayo's friend from *Kikikaikai*, this chap's throwing move is pretty standard and he has no special move, just a chest-beating action. You just can't help liking the furry little fellow, though..

NINJA GIRL

A good choice to have by your side because of her skill with a shuriken. Join with her to use a flaming blade or throw her to unleash a spectacular flame attack.

STRONGMAN

Because of his size and durability the Strong Man makes a good shield to hide behind. Also, make use of his rock-lifting capability to search out lots of hidden items.

SCARECROW

We're not sure what this guy's pogoing facility is used for, but we know his twin-scythe attack and his salmon-jumping-upstream attack are among the best.

BIRDMAN

Birdman just flaps around being pretty useless for the most part so he's best avoided.

MOLEMAN

Use Moley for burrowing underground to keep out of the way of enemy attacks.

MOBILE SUIT GUY

There had to be some form of robotic character, really, didn't there? And this guy more than provides as he can be joined with, and used as, a mobile suit!

Left: It's the smiley bloke from the cover. He's just asking for a punch in the eye.

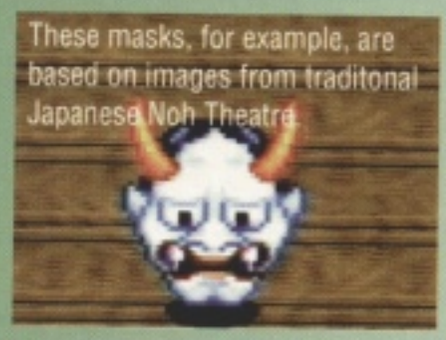
Little huts like these are dotted throughout the world of *Kikikaikai 2*.

And inside? Why, it's a pair of rabbits offering us 1,000 GP. Obvious, really.

It's that pushy shopkeeper again. Now she's trying to flog us a dodgy bauble.

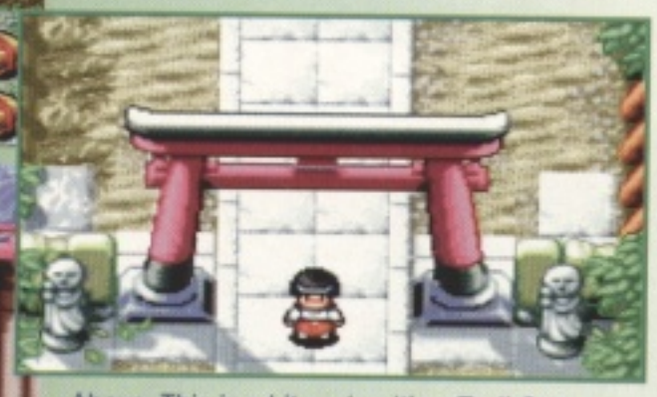
EH?

Now stop right there. It isn't really all weird; these things are all relevant (if you understand them).



These masks, for example, are based on images from traditonal Japanese Noh Theatre.

Above:Those little ghosts are traditional spirits and have a place in mystical oriental legend. Left: Ah. I'm not *entirely* sure about the parcels.



Above: This is a bit easier; it's a Torii Gate, a traditional Japanese entrance to a shrine. Left: Oops, stuck again. Nope, don't know.

You've seen this geezer before, as an end-of-level marker in the Goeman series. He's a Tanuki (or Raccoon Dog) and is a popular lucky symbol in Japan.

Below: The weapons Sayo uses are Reifus: pieces of parchment enscribed with ancient, magical spells.

GOOD, BAD OR UGLY?

As lauded and fawned over as it was, I didn't experience the love affair with the original *Kikikaikai* which many others (including all of *Super Play*, it seems) did. Personally, I think that Natsume made the game too tricky. Now hold on, I'm not scared of any game – I've finished *Xandra's* for goodness' sake – but I genuinely found it to be too annoyingly tough and unforgiving to be endured for much longer than an afternoon.

And it appears that Natsume agree with my judgement because they've pushed *Kikikaikai* back down the scale. Except that now it's perhaps a touch too easy – even without the use of the infinite continues I made significant progress through the game at my first attempt. But with any game as absolutely finite as this I suppose it's inevitable that the difficulty level won't be to everybody's liking; witness the likes of *Tiny Toons*, *Mickey's Magical Chase* and *Pop 'n Twinbee*. But they're all still great games regardless, so let's put that point to one side for the moment.

Instead let's concentrate on how it plays. And it's relieving to discover that it plays even better than the first game did. The interaction between Sayo and her brilliantly varied bunch of pals is the deciding factor, adding loads of laughs as you chuck them around at various nasties and an extra level of depth because of the ability to magically join with their bodies and negotiate the levels from a new perspective. It isn't all run-around-shoot-the-baddies either, with dog and dragon-riding sections offering an extra, inventive slant to the action. And the shaking fan-thing attack which worked so well in the original is retained ensuring that the action isn't just shoot, shoot and shoot again, but a clever mix of blasting and deft deflection of the baddies' projectiles.

The original was noted for its cosmetic similarity to *Mystical Ninja* and the comparisons are even more appropriate in this sequel. There are stacks of authentic-sounding ancient oriental percussion effects, and some of the jingles appear to have been lifted straight out of Konami's classic arcade adventure note-for-note!

So it's more fun than the original and it has the obligatory selection of weird Japness about it making it an altogether more attractive package than most of the routine efforts which have been wheeled out lately in the West. I can't recommend it wholeheartedly to everyone, though, because it won't take expert gamers much more than a week to complete. To be fair, it does get a lot trickier later in the game but anyone expecting to battle with it in the same way as they did the first will be disappointed.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
85%	81%	83%
GAMELIFE	OVERALL SCORE:	79%
74%		

VERDICT: A perfect example of the 'It's great while it lasts' type. I'd recommend it to Jap-styling fans, though – they'll adore every minute.

MASAMUNE SHIROW'S
APPLESEED
TM
15
URBAN COMBAT IN THE CITY OF DREAMS
ORIGINAL STORY: MASAMUNE SHIROW (CREATOR OF DOMINION TANK POLICE)
DIRECTOR & SCRIPT: KAZUYOSHI KATAYAMA
CHARACTER DESIGN & ANIMATION DIRECTOR: YUMIKO HORASAWA
MECHA DESIGN: TAKAHIRO KISHIDA
EXECUTIVE PRODUCERS: SHINJI NAKAGAWA, HIROHIKO SUEYOSHI, YUTAKA TAKAHASHI
ART DIRECTOR: HIROAKI OGURA MUSIC: NORIMASA YAMANAKA
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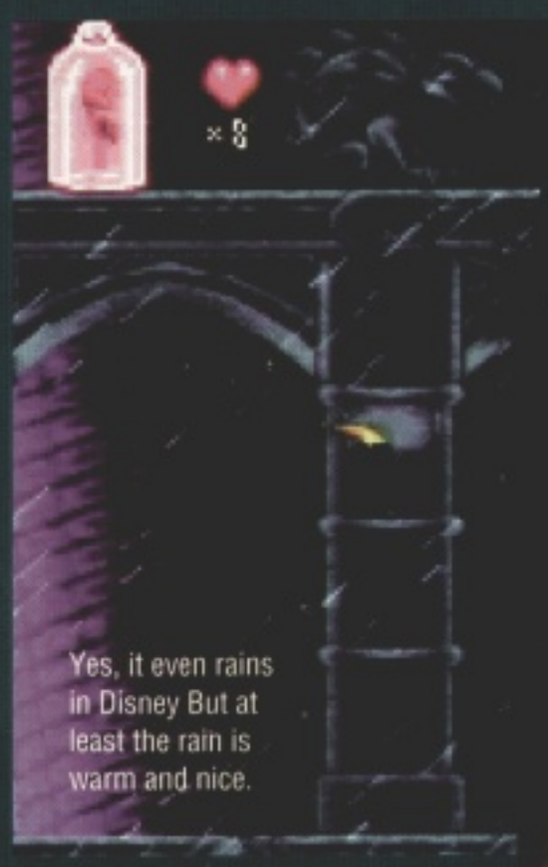
BEAUTY AND THE BEAST

He's been touched with the ugly stick, spends the whole day roaring and could do with losing a few pounds. But enough about me...



Japanese Release

Game: Beauty and the beast
Publisher: Hudson Soft
Developer: In-house
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any

BELLE AKA BEAUTY

James Leach finds out just what makes Belle tick in a *Super Play* interview exclusive. Maybe.

James: Tell us a little bit about how you and Beast got together.
Belle: Well, he held me captive in his castle and growled incessantly until I eventually admitted that I was in love with him.

J: How did you feel when you first saw Beast, was it love at first sight?
B: I think Meatloaf summed up my initial thoughts when he sang, 'I would do anything for love but I won't do that'!

J: All that changed, though, when you got to know him, didn't it?
B: That's right James, I soon realised that he was a top bloke and when he tidied himself up a bit I was pleasantly surprised to learn that he's quite a looker.

J: So it's no longer Beauty and the Beast, then?
B: No, I think it's more like Beauty and the top bloke.

J: At the beginning of the game you manage to outrun the Beast who is undoubtedly stronger and more powerful than you. Did you go into training for the role or are you naturally beautiful and athletic?
B: Well James, if the truth be known I'm a distant relation to the 400 metre hurdler Kris Akabeauty so I guess it's one of those genetic things.

J: Finally, are then any plans in the pipeline for a sequel?
B: Not unless we can persuade you to take the lead role.

The graphics are cartoony, but the whole thing is too dark and moody.

GOOD, BAD OR UGLY?

What's the deal with *Beauty and the Beast?* The tale is supposed to leave us morally uplifted with the desire to wander around turning over new leaves, or something. The fact of the matter is, there was this prince. He was a good-looking evil, devious, indecent, unethical, generally immoral swine (I hope I didn't leave anything out). As a result he was changed into a beast by an enchantress, fair enough. Alright, so now that he's ugly he realises that he's no longer going to be a big hit with the girls and puts on a big act that chicks flip for. What kind of moral is that? Hey guys, it's okay to treat people as badly as you want provided you're not a bit on the grim side and don't have any hideous facial scars or anything. Very flimsy, as is the game I'm afraid.

Based on Disney's highly acclaimed re-telling of the classic Perrault fairy tale, *Beauty And The Beast*, the game, kicks off about 15 minutes into the film with Beauty (or Belle to her friends) imprisoned in the castle and steering well clear of Beast. You play the role of the Beast, your aim is to find Belle and win her love before a flower left by the enchantress wilts and dies leaving you a beast forever. Your quest is set out over 12 levels and split into four chapters in and around Beast's castle. Unlike in the film these setting are absolutely fraught with danger, trying to locate Belle is the least of your worries. Your main priority lies in trying to fight off bats, rats, spiders, frogs, books and all manner of dreamlike out-of-context foes. Yes, you've guessed it, we've got another platformer on our hands.

Graphically *BATB* is a stunner. The backgrounds are totally in keeping with the film and utilise parallax scrolling to good effect. The sprites are all detailed and the animation of Beast is particularly impressive. He leaps, roars, climbs, hangs and fights beautifully and easily rivals *Aladdin* as a spectator pleaser.

The sounds are as you would expect. The effects are pretty plain but with a soundtrack that won an Oscar it would have taken a bunch of monkeys to bodge this one up. It's the gameplay which makes *BATB* fall flat on its face in comparison to previous Disney licences. It's clumsy, pedantic and too often you find yourself relying on leaps of faith to reach platforms and fend off baddies. This makes survival a question of luck rather than skill. Even more dispiritingly, the charm of the film seems to have evaporated completely. Beast's friends are all in there somewhere in their various forms; Lumiere the candle guides you for a bit and Mrs Potts the Teapot keeps an eye on the score but you can't help feeling that these are merely gestures nodding a wink of recognition to the film rather than making the game an extension of the film as was the case with *Aladdin*. Okay, so it's quite a challenge but for all the wrong reasons, though. The challenge is to see whether you can stay alive for more than 30 seconds rather than cunningly problem-solve your way to the end of each level.

What a disappointment, I'm a big fan of platformers – provided that they're done well – and always look forward to Disney conversions so I'm rather stunned to find this non-responsive and lacking in any sort of imagination.

Overall *Beauty and the Beast* is classic story converted in a simplistic and predictable fashion. Routine in all departments I'm afraid, just one long gorgeous-looking platform yawn.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
82%	78%	60%
GAMELIFE	OVERALL SCORE:	71%
66%		

VERDICT: It all looks fine and dandy but you should never judge a book by its cover. Or as this game proves, never judge a game by its graphics.

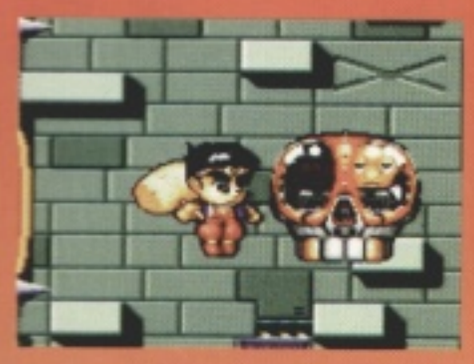
DON'T HURT 'EM HAMMER!

Platform games just aren't the same without end-of-level bosses. Or mid-level-bosses. Or some sort of bosses. But don't worry, in this sense at least, Hammerin' Harry is the same. It's got bosses. And they're bonkers. And they go a little like this...

Below right: The skull boss also has a boxing glove. Hmn.

Bonkers bouncing cat/bloke combination boss. 'It 'in!

The cooker boss avoids his hot-plates by climbing.



Throwing bottles is a very nasty thing...

...whereas skateboarding is way cool!

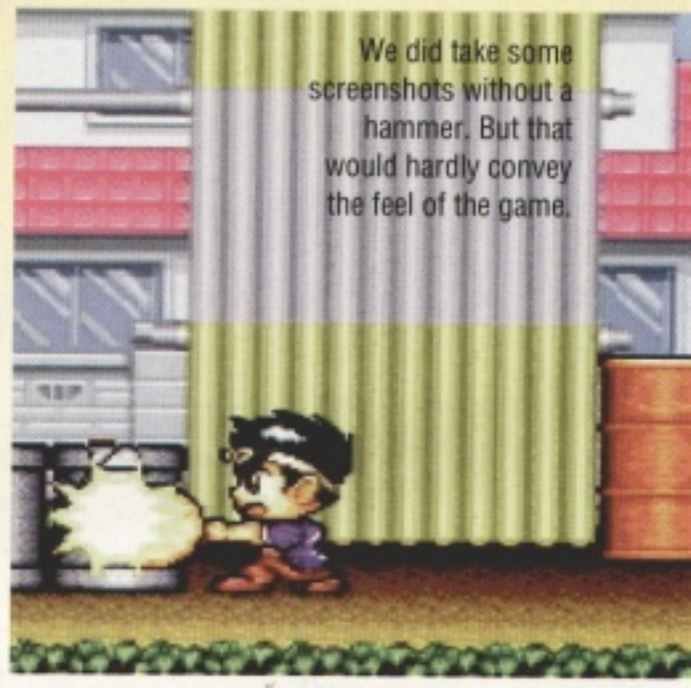
The well-worked learning curve means the final boss is toughest of all.

Michael Hestletine makes his swinging Super NES debut without a combat jacket. Okay, so it's a ropey gag. GUMPH!

Japanese Release

Game: Hammerin' Harry
Publisher: IREM
Developer: In-house
Price: £44.99
Release: Out now
Players: One
Cart ROM: 8 Mbit
Adaptor: Any

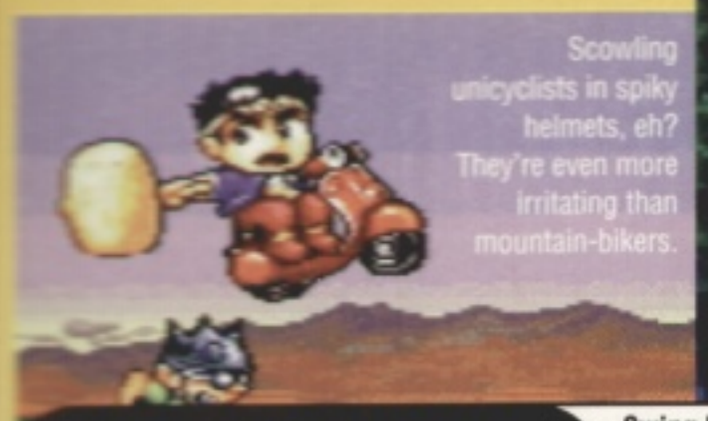
Our Wil could probably read this. And if he did, he'd tell us it says, 'The rotten swines have bombed me house!'


We did take some screenshots without a hammer. But that would hardly convey the feel of the game.

HAMMER

Art is not a mirror. It is a hammer. But can a cute, bug-eyed boy, hell-bent on revenge put smiles on faces? Read on.

Hitting old ladies over the head with a hammer has never been so much fun! Not since that weekend in Leeds, anyway.



Scowling unicyclists in spiky helmets, eh? They're even more irritating than mountain-bikers.

Hit the wasps nests with your hammer. Then you can have great fun clouting all the wasps as they chase you. Boys, eh!

MALLETS, MOVES AND POWER-UPS

Swing Hammerin' Harry's hammer, and smash open the crates and pipes that litter the platforms. Inside you'll find a rich assortment of goodies. And baddies.

Harry raids Halfords for a super power-up hammer to bosh intruders over the bonce.

Strong arms that pop out of trashed crates allow you to swing that hammer with added gusto.

Added protection from foes comes in the form of this delightful jerkin.

While these cloven-hoofed jodhpurs put a spring in your step. Ideal for those apparently inaccessible areas.

Every growing lad with a hammer needs rice cakes for sustenance.

HARRY

TELL US A STORY

Wouldn't you just know it? Harry's minding his own business, standing in the street with his family admiring their house, and along come some dastardly baddies, with menace in their eyes and missiles in their undercarriage. Bombs away! And there goes Harry's Barratt starter home. Oops! Sounds like a plausible enough excuse for a mallet-swinging, animal-bashing platform 'adventure'. Hmn.

GOOD, BAD OR UGLY?

Just another horizontally-scrolling platformer starring a bug-eyed hero with an oversize weapon? Well yes, and no. A fair proportion of the action involves jumping from one platform to another, hitting cats, frogs, old ladies and blowtorch-wielding adversaries for no readily discernable reason. But it does get a tad more sophisticated.

There are a couple of moves that need to be mastered, like being able to whack evil looking unicyclists both in front of, and behind your scooter. You'll need to experiment to discover which power-ups enable you to smack the floor and issue forth torrents of lethal rays. There are enough 'Blimey, I wonder if I can get onto that platform way up there by hitting spikes with my hammer to make a ladder?!' conundrums. And there are sufficient puzzles, certainly in the later levels, to keep you scratching your head and praying to the Good Lord above for infinite continues.

Each stage has its own peculiar baddies: helmeted dwarves with pickaxes populate the underground mining level; cats strut across the (hot tin?) rooftops; skateboarders and unicyclists make no contribution to road safety; dustbins frisbee their lids to you, which end up as a guillotine or a surfboard, depending on how dextrous your digits are feeling. Each section has its own flavour – some are purely horizontal scrolling, another leans heavily on ladder climbing, while others are multi-directional. But they're all plagued with an irritatingly basic parallax, and small sprites with disappointingly little in the way of animation. Varied enough, yes. But is it exciting? Hmn.

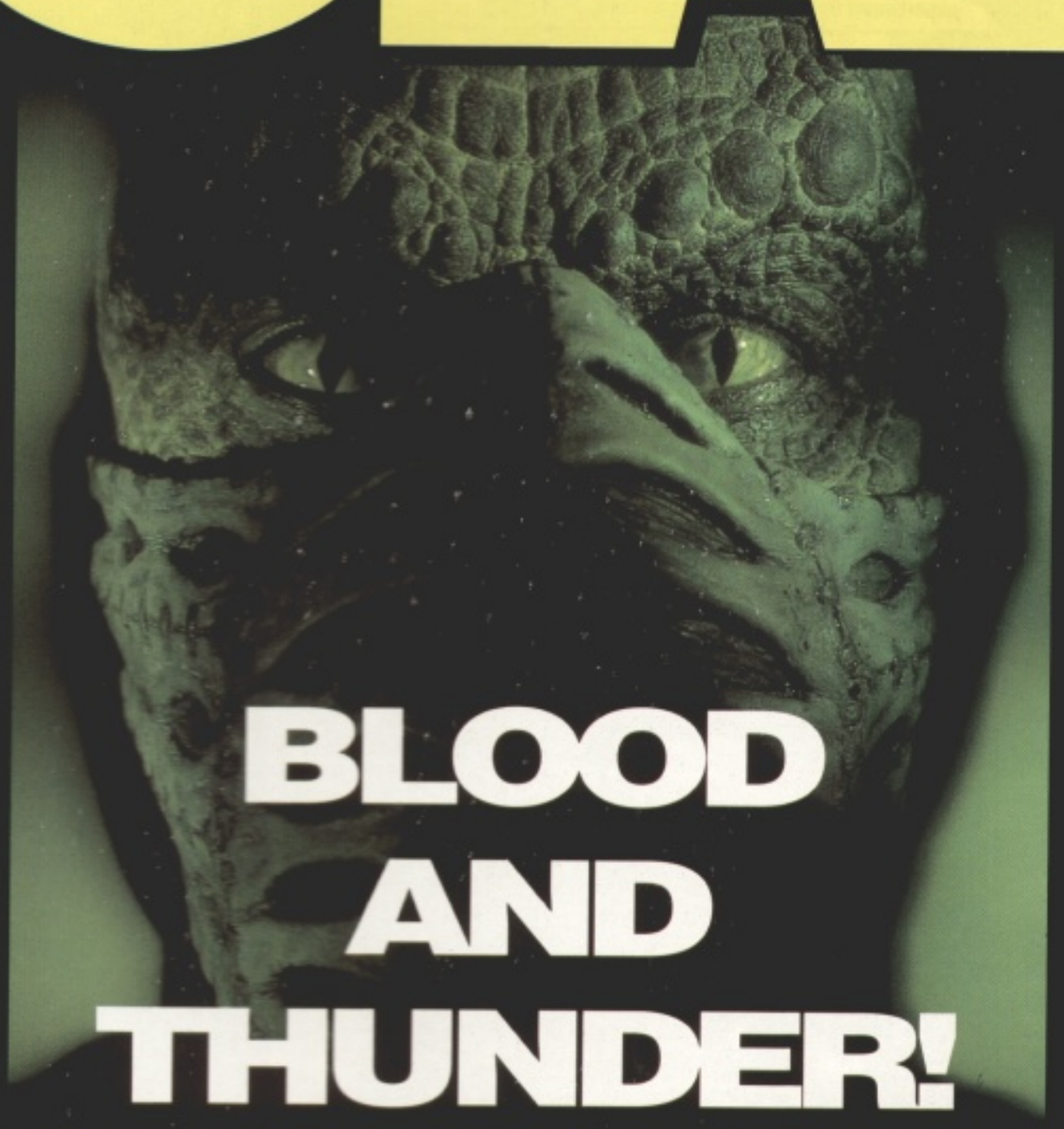
Yes, it's another platformer. But at least it makes a decent attempt to incorporate puzzle elements, varied characters and scenarios, and the learning curve is well planned. *Hammerin' Harry* is neither huge, innovative, nor intellectual, but if you fancy a harmless platform romp, this one cuts the mustard.

● Josse Bilson

GRAPHICS	SOUND	GAMEPLAY
70%	75%	80%
GAMELIFE	OVERALL SCORE:	
60%		77%

VERDICT: Better than average platformer, where hitting cats and old ladies with a hammer is fine. Smiles on faces.

TOTAL!



BLOOD AND THUNDER!

Join Raiden, Baraka and the gang in our double-whammy review of Game Boy and Super NES Mortal Kombat II, plus: RISE OF THE ROBOTS, SUPER STREET FIGHTER II, DOUBLE DRAGON II, STREET RACER and loads more, including hints, tips and juicy competitions.

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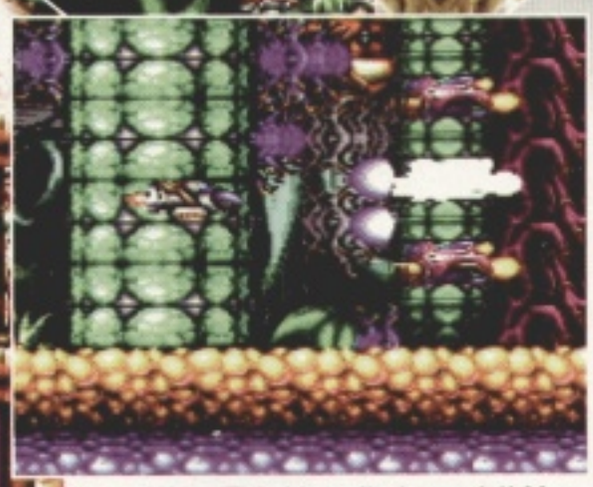
JIM POWER

Take a trip into the special world of 3D, and find out just how special it really is.



Wow. This bit really *is* special! More special than the other bits. Definitely.

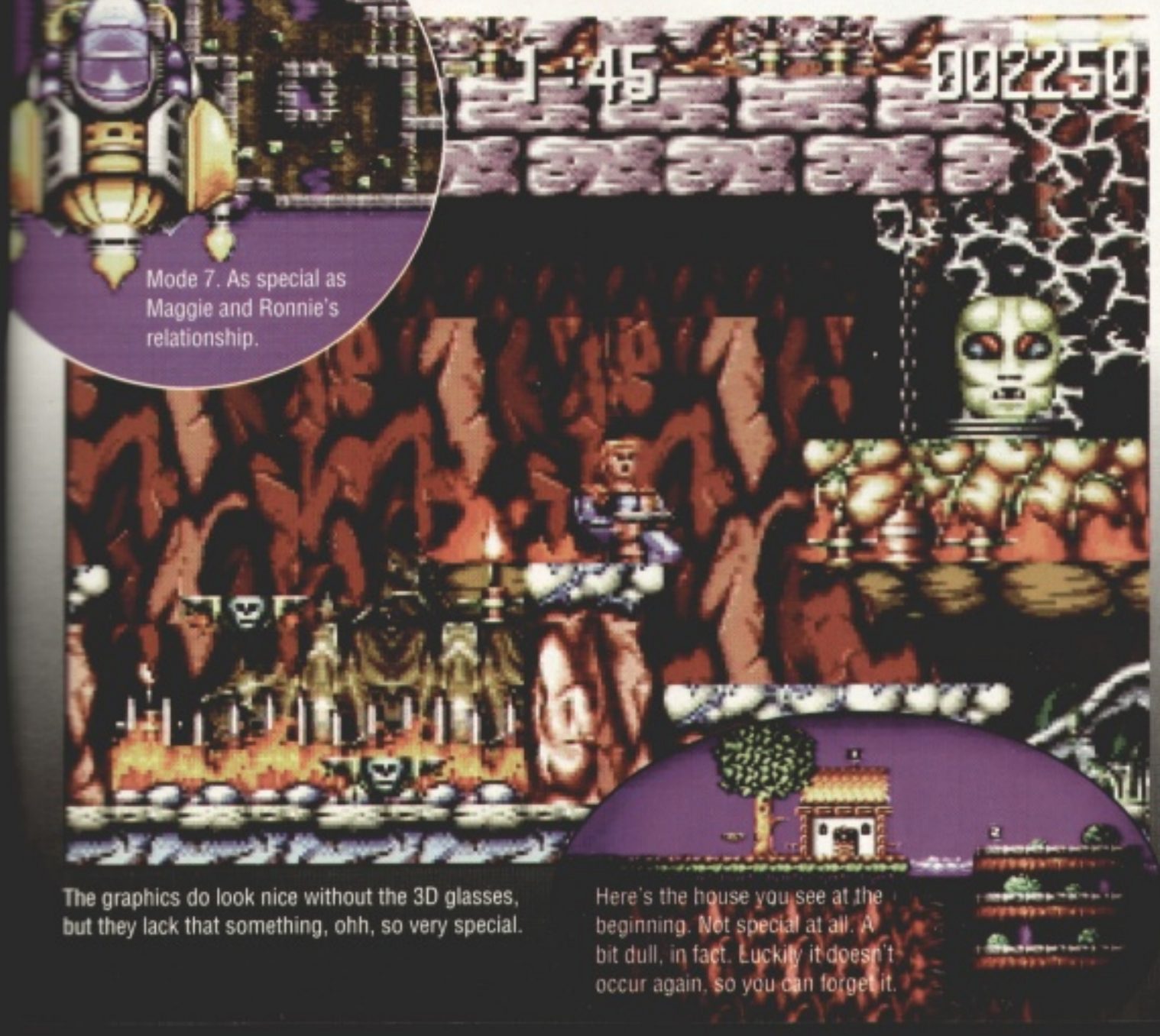
OTHER 3D THINGS

1. *Jaws 3D*. Terrible
2. *Wolfenstein 3D*. Not *real* 3D, but great fun.
3. Those cross-eyed stereoscope pictures that no one over the age of 35 can see.
4. *3D Ant Attack*. Skill, but on the ZX Spectrum aeons ago.
5. A hammock containing a sleeping politician.
6. 3D Mater Maze on the ZX 81.

Mode 7. As special as Maggie and Ronnie's relationship.

Jap Release

Game: Jim Power
Publisher: Electrobrain
Developer: In-house
Price: £49.99
Release: Out now
Players: One
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459



The graphics do look nice without the 3D glasses, but they lack that something, ohh, so very special.

Here's the house you see at the beginning. Not special at all. A bit dull, in fact. Luckily it doesn't occur again, so you can forget it.

GOOD, BAD OR UGLY?

The big attraction of *Jim Power* has just got to be this 3D business. And, just like the *Radio Times* when they were doing those 3D evenings on the telly, the game comes with a pair of deeply untrendy glasses to peer through. Wait for the good news; when you slip them on, you'll be amazed to discover that it works really well. *Jim Power* really is in 3D and it looks excellent. But more about that later.

To set the scene, *Jim Power* is yet another platform game, and not a bad one. You are the eponymous hero, who must charge through the multiple levels on foot, firing wildly at the bizarre alien lifeforms that get in the way, or in a spacecraft, which, er, fires wildly at everything as well. Oh, there are loads of weapon-and-life-enhancing collectibles. And that's about it.

We've heard all this before, of course. So whether *Jim Power* is successful depends on the 3D sections. How does it all work? It uses the same principle as the red/green glasses, but the colour shifts are much more subtle, and combine with the most striking use of parallax ever seen on a SNES game.

So what you see (with the glasses on) are several 2D planes which give massive depth as they scroll past. The game handles these very well, and the whole thing runs at a fair turn of speed. The best thing about the bright, flashy graphics is that they don't look at all bad when you play without the glasses on. There are none of the irritating red and green lines which plague 3D films when seen normally, so if you get fed up with wearing them, and you just want to blast away at the game in an effort to finish it, you can do with much enjoyment.

As a platformer in its own right, it would be slightly above average (helped by the lovely graphics), but with the added novelty of 3D, it becomes well worth a look. However, it must be said that whether 3D will catch on is debatable. It works well here, but do game fans really need it? And is parallax planing the best way to show it off? I feel a feature coming on...

● James Leach

GRAPHICS	SOUND	GAMEPLAY
88%	75%	67%
GAMELIFE	OVERALL SCORE:	76%
69%		

VERDICT: An attempt at 3D which really works. But once you've oohed and aaahed over it, the game underneath is another platformer. Still, a brave attempt and 3D could well be something we'll be seeing a lot more of.

POPULOUS 2

FIVE DEITIES

1. Eric Clapton
2. George Best
3. Fabio
4. Barry Grant
5. The Dalai Lama

Left: A bloke with wings on his hat. Right: A small village being invaded.

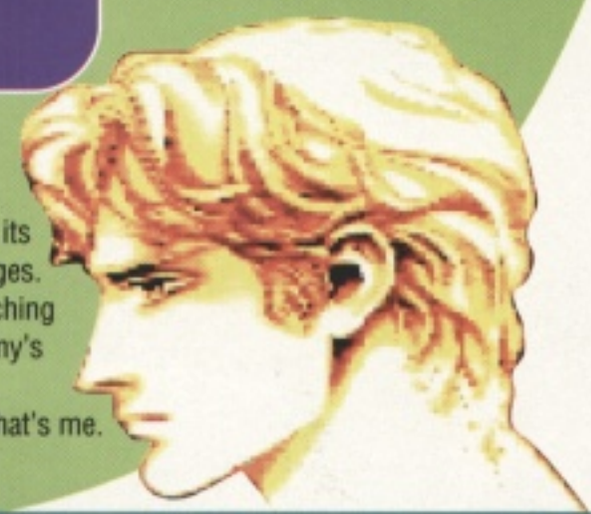
Right: As you play through the levels, your progress takes the form of a journey on Earth. There are six of these worlds to hack through.

Maybe some giant kid is controlling our destinies, if so can he put a seaside near Bath please?

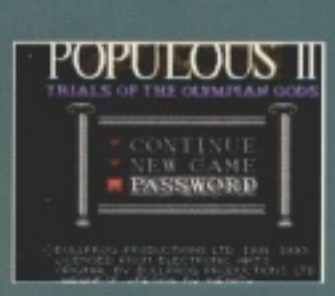
UK Release

Game: Populous 2
Publisher: Imagineer
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 4
Cart ROM: 8 Mbit
Adaptor: Any

Left: Being a god has its advantages. Like torching the enemy's villages. Right: That's me.



GOOD, BAD OR UGLY?



What did *Populous 1* get? (Sounds of riffling through old *Super Plays*) Aha. Issue 2. Here it is. And someone called Jonathan Davies gave it 85%, apparently. He called it 'relaxing, impossibly compulsive and nice to look at too.'

Populous is a 'god game'. You control the destinies of your people, all of whom live on an island world. This ranges from making sure they've got flat ground to build their houses on, to tackling the bad guys who generally live on the other side of the landmass. You can have wars with your foe, simply by attacking them outright with your forces, but a far more sneaky way to take them on is by causing 'natural' disasters around them, and sending in your men to wipe out any survivors.

Of course, the SNES (controlling the other tribes) will be trying to do exactly the same to you. It's a kind of finely-balanced wargame, really.

So is *Populous 2* any better? Imagineer have uprated the graphics, making the 3Dish islands look much more realistic, as well as improving the scrolling and making the whole thing run more smoothly.

The game now contains 32 very different enemy gods, and there are 29 divine effects to smite your foes' tribes with, instead of the fairly pathetic six that *Populous* had. Plagues, whirlwinds and massive roaming fires now appear.

And there's a new option; you can adjust yourself (as god) to be elemental. This means that you can specialise is fire, air or water, and can be expert in burning, blowing or drowning the little chaps on the other side. It's a neat touch indeed.

So all-in-all, *Populous 2* is a better game than its predecessor. Only two things stick their heads up and announce themselves as quibbles. One is that everybody with a computer can play a linked two-player game. And jolly good it is too. Couldn't some split-screen thing been done on the SNES? And the other thing is that to get the most out of it, you need a SNES mouse.

There. Small quibbles, great game. Better than Populous, so buy it, why don't you?

● James Leach

GRAPHICS	SOUND	GAMEPLAY
82%	77%	88%
GAMELIFE	OVERALL SCORE:	
87%		87%

VERDICT: They've done a good job here. The game is definitely better than before. But it's one to play in the dark watches of the night; it's not action all the way.

Right: As you play through the levels, your progress takes the form of a journey on Earth. There are six of these worlds to hack through.

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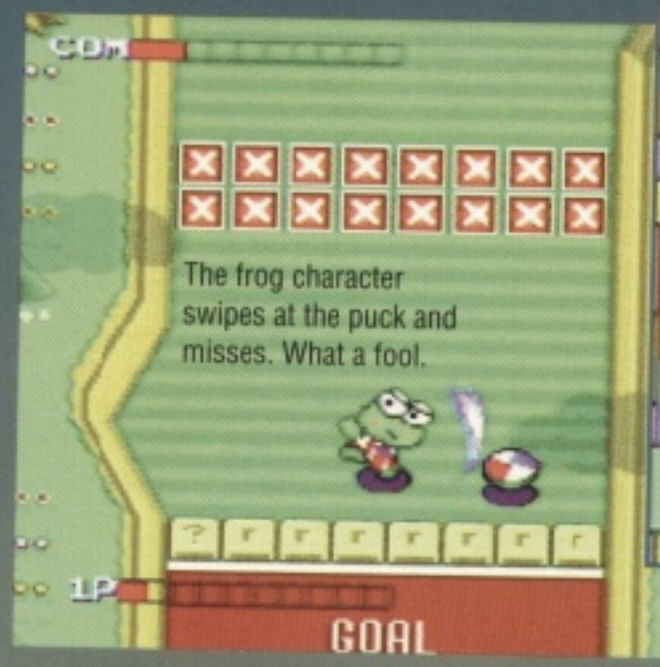
SMASH BALL



Anyone for tennis? No? Anyone for football, then? Oh. Right. Let's cross the two. And make it cute...

Expect some weird bouces from the underwater levels. Dead tough.

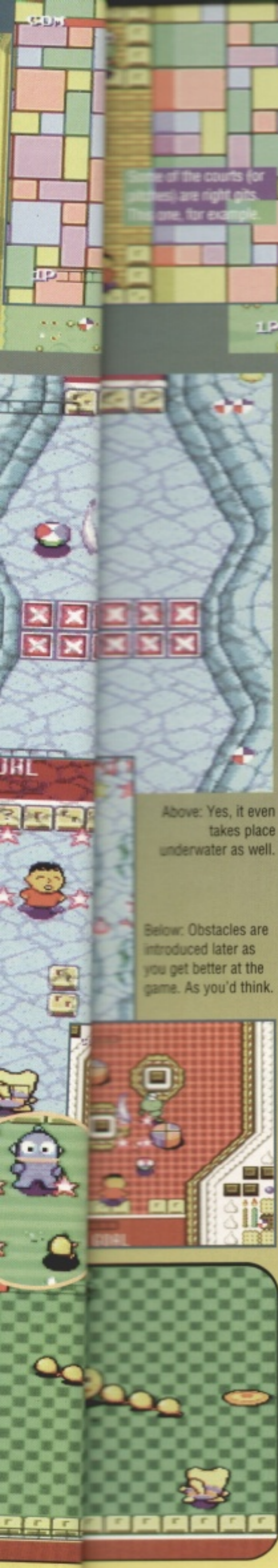
Japanese Release

Game: Smash Ball
Publisher: Charactersoft
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 2 *simultaneously*
Cart ROM: 8 Mbit
Adaptor: Any

Left: This chap is actually a fish, although he looks more like an alien to us.

POWER TO THE PEOPLE

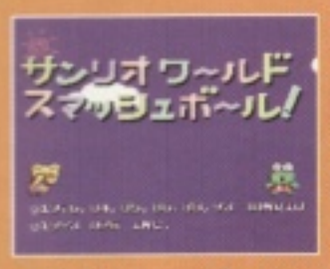
Well, to the little cute characters anyway. What you do is stand still as much as you can during the bout, and let the energy bar get up to maximum. Then, when it does, you flash like a mad thing and are able to smash the ball in a straight line (no spin or swerve here) towards the enemy goal. If there are any blocks in the way, you can bash them away and still have enough power to get a ricochet. It's the crowning glory after a few minutes of tense rallying.



Above: Yes, it even takes place underwater as well.

Below: Obstacles are introduced later as you get better at the game. As you'd think.

GOOD, BAD OR UGLY?



This is a mad little game. Forget massive puzzly adventures and 32-bit fighting games. What you need is a fast, exciting cross between tennis and football. And *Smash Ball* is it.

The idea is simple. You pick a character and try to defend your goal, whilst trying to smack the ball in the opponent's aperture. The goals are generally (but not always) guarded by blocks which disappear after one, two or sometimes more hits. As they vanish, you get weak spots where the ball (or disc, as it actually is) can sneak through and get into the goal.

During play you can choose between two sorts of shot, which can either be a fast, straight bash or a spinning shot which bounces erratically off the walls. But by holding down one of the strike buttons and keeping perfectly still (not an easy thing to do in the middle of a match) you can let the power-bar reach max, at which time the character flashes. Now you can hit the X button and produce a massive strike. In fact, if you're quick enough, you can get up to three massive strikes.

And as you play on, you have to play on progressively tougher and more complex courts (or pitches, or whatever). Spinning arms, little wheels and bouncy balloons all get in the way and add an element of unpredictably which makes things even more lively.

And that's almost about all you can say for *Smash Ball*. It's great, simple fun and it's cute as well. Like every game ever, it's at its best in the two-player mode. But it's still marvellous fun in one-player, as the difficulty curve is about perfect.

If you see this one around, you could do a lot worse than buy it. It's a great little game and will provide you with hours of fun and entertainment.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
73%	67%	87%
GAMELIFE	OVERALL SCORE:	82%
82%		

VERDICT: A simple game with ever-so-cute graphics which really gets to you after a while. Very addictive and great fun in one- and especially two-player mode. A surprise gem, *Smash Ball*.

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Stop! I saw you glance at those platforms and prepare to flick on by these pages. Hold on a moment, there might just be a little something else in here too.

Apparently, *The Jetsons* TV show was expected to repeat the incredible success of *The Flintstones*. It never quite did, of course.

US Release

Game: The Jetsons
Publisher: Taito
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

THE JETSO

HUH HUH, THIS GAME SUCKS!

George Jetson isn't famed for his ability in the offensive department. So at the beginning of the game he's given a tool to use to ward off the planet pirates' invasion. It looks like a high-powered portable vacuum cleaner but the manual assures me that it's a pneumo-osmatic-precipitator (or POP for short). Here's how it works.

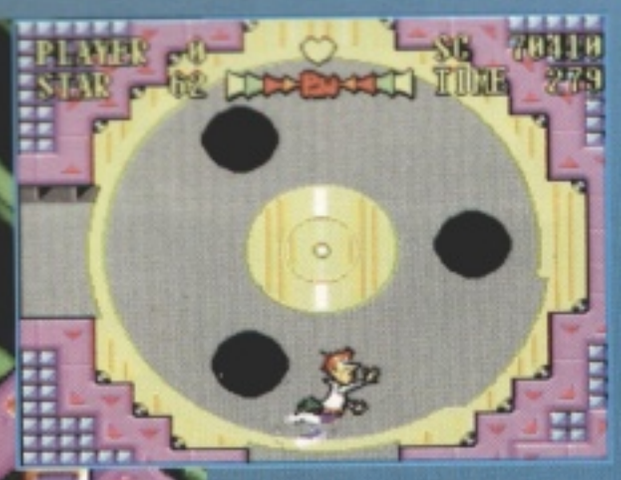
You'll find these blocks lying around all over the place. Suck...
...and blow! Blam!
You don't need to rely on blocks. Just suck up the nasties directly.
Then launch them against walls to kill them and reveal bonuses.
The POP's second primary function is its wall-sucking ability
Sticking to ceilings is a breeze.
Alternatively, just use it to suck up bonus objects like a hoover.
Or, erm, for sucking the hair piece off a passing ostrich (?)

Above: Although that bonus star is tempting me to jump over there, I'll die trying. Shades of *Daffy Duck*, here.

GOOD, BAD OR UGLY?

Why do all bus drivers have oodles of nasal hair and tattooed forearms – is it a clause in their terms of employment? And why do doner kebabs actually become practically inedible in the harsh light of day – is it something to do with the relative position of the moon in orbit? And why the heck does every cartoon license get turned into a 'jolly' platform game – is it just lack of imagination or even – gasp – laziness on the programmers' part?

These are all unanswerable questions of course, but the latter is probably the most baffling. Is it really that difficult to approach something like this from a different angle? Look, I'll have a bash: how about some form of space adventure where you'd need to switch between each of the Jetsons in order



Taito obviously attended extra Mode 7 classes at programming school.

Mystical Ninja/Castlevania comparisons crop up with frequency. There's even a section reminiscent of the MB 'classic', *Downfall*.

ONS

Why do all cartoon characters have five o' clock shadow, 24 hours-a-day? They did a parodic scene on that very thing in *The Simpsons* once, I believe.

Not everything can be sucked up like so much litter. These droids, for example, employ reverse thrust to stay out of your reach, amusingly.

to handle each part of the game making use of each individual character's skills (don't forget that it is *The Jetsons*, not *Jetson*, after all). George would be your all-rounder, Elroy would be nippy and essential to use in tight spaces because he's a titch and you could even use the home-help droid thing for extra strength and lots of nutty gadgets and everything. Right then, I'm off to pursue a career in software development (*'Ray! – everyone*), but before I leave I've just got time to fill you in on *The Jetsons* as a game, such that it is (*Boo! – everyone*).

And it's time for a little surprise. You see, you don't kill the baddies by shooting them or even by jumping on their heads. Because of the POP device which George has unwittingly come by, the gameplay has much more to it than the drudgingly typical likes of Daffy and Flintstones. The feel it imparts can be likened to *Kirby's Dream Land* and even *Bionic Commandos* to a lesser degree. The *Kirby* analogy stems from the obvious suck-it-in-and-blow-it-out stuff and the *BC* from the way in which you can stick to walls and hang from ledges. I must say that after playing around with it for an hour or so I was bordering on feeling almost refreshed.

So maybe it it isn't that bad at all and I was being disagreeably unfair from the outset. Well, no. It still has its fair dose of the unforgiveableness apparent in its stablemates, except that it's not quite the kiss of death in this case. The level design can lead to you falling into gaps in the landscape which you quite acceptably believed to be merely access to other areas and there's an acutely annoying flaw in the vertically scrolling levels. After scrolling the screen upwards you can't fall back into an area which you've previously occupied – the game interprets it as falling into a hole and instantly kills you. And the music is only marginally more bearable than those £29 Casio portable built-in demo tracks while the graphics, although vivid and bright, are often just a bit too much to stomach.

Can I leave you to write the last paragraph yourselves? Thought so.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
79%	57%	78%
GAMELIFE	OVERALL SCORE:	70%
68%		

VERDICT: Let's be fair: the POP idea and implementation is really rather excellent. And all the rest? Just fair to middling I'd say.

SONIC BLAST MAN 2

He's second only to Ultraman in the kitsch stakes. So we sent our master of tack around to give him a good kicking.

Japanese Release

Game: Sonic Blast Man 2
Publisher: Taito
Developer: In-house
Price: £44.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 12 Mbit
Adaptor: Any

SONIA

What she looks like before transforming: A successful surbanite, probably a secretary.

What she looks like afterwards: A successful surbanite, probably a secretary, out on a Friday night.

SONIC BLAST MAN

What he looks like before transforming: Er, a bit like James, actually.

What he looks like afterwards: A git with goggles and a transistor radio glued to each ear.

Below: *Sonic's* devasting 100 megaton punch.

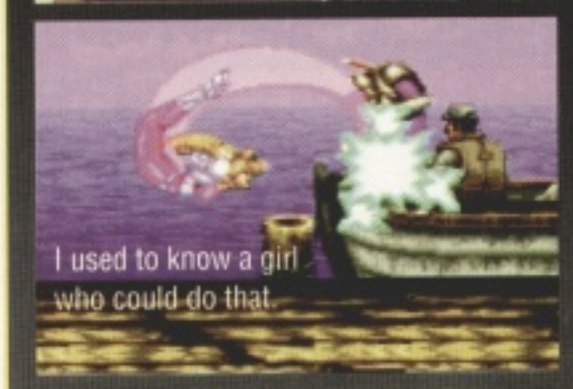
CHARACTER SET

Although two players can play *Sonic Blast Man* simultaneously, It's a bit of a shame that the character choice is restricted to these turkeys...

CAPTAIN CHOYEAR

What he looks like before transforming: A blonde, smirky geezer with a very obvious hair-styling dilemma.

What he looks like afterwards: Flash Gordon during a bout of intense torture at the hands of Ming The Merciless. Well, a bit.



Go on Sonic! Go and wrap your pom-poms 'round his ears like the big girl you are.

GOOD, BAD OR UGLY?

'Watasumapo-tsodigumio!' I'm sorry, but I don't know what that word means – in fact, it may really be more than one word. But why am I mentioning it anyway? Because that's what *Sonic Blast Man 2* says when you press start at the game's title screen, that's why. Now, when this sort of thing happens in a game, you can be sure that it means that it's going to be either a) so brilliantly weird that you'll spend your time playing it either marvelling or chuckling at various bits and therefore enjoying it to no small degree, or b) nob.

And of course, *SBM2* falls squarely in the b) category. It's a clinker; an absolute nugget of an excuse for entertainment; it's a scrolling beat-'em-up. First, apologies to anyone who actually revels in this sort of thing – I'm not in the business of offending people. But just *how* exactly, can playing this be possibly interpreted as 'having fun'? Heavens above, even as an example of its type it falls short. Some annoying bits, then, just to further my argument: it doesn't endow the player with temporary invulnerability after you've been hit, meaning that you can be just getting up from a knock and be immediately struck down again; unlike *Legend*, there's not even a token effort to spruce up the action with great special effects; the bonus rounds which made the original game almost bearable have been thrown out of the window – this is just straight fighting, nothing else.

And to top it all, the hero of the title, *Sonic Blast Man*, turns out to be by far the least effective of the three characters on offer. His standard attacks don't have the power or range of Sonia or Captain Choyear's and he's ridiculously slow to boot making him just about redundant.

One day someone's going to come along and take me away from all this. (Please?)

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
71%	58%	30%
GAMELIFE	OVERALL SCORE:	31%
37%		

VERDICT: After all of the games which we've insisted be released over here, this is one game which we're happy is likely remain firmly where it is.

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NEKO GOES TO JAPAN

Subscribe to Super Play TODAY!

Will we ever see the sweet little tiger in *Super Play* again? Can we tempt him back from his new life in the heart of Japan?

Cast your mind back to last month. Neko's brain was removed and placed rather carelessly in a mobile suit, loosely mimicking the plot of *Syndicate*. Since then, of course, it's been put back in its owner's head where it belongs.

But all was not well. Such radical surgery had a negative effect on the poor little fellow. In fact, he disappeared. For a while we didn't care, but then concern began to grow. There's only one place Neko wanted to go,. Japan.

Off we went, hot on the trail of the timid tiger, until, deep in the heart of Hokkaido we found him. But all was still not well. Neko appeared not to recognise us. He ignored our pleas for him to return. And when he spoke, it was in Japanese.

Where do you fit into this? Well unless you join the swelling ranks of happy subscribers, you'll never see Neko in these pages again. He's got a new life now, you see. He knows the tea ceremony perfectly, can wield a nunchaku with ease, speaks, writes and understands Japanese with precision and has even got addicted to pachinko.

There's only one hope. If enough people take out subscriptions to *Super Play*, Neko will change his mind and return to the team that loves him. He'll give up sushi and houses made of paper to withstand earthquakes and he'll be back in *Super Play*.

There are, of course, other reasons for why you should subscribe. You knew there would be, didn't you? Anyway, why you should subscribe to *Super Play;*

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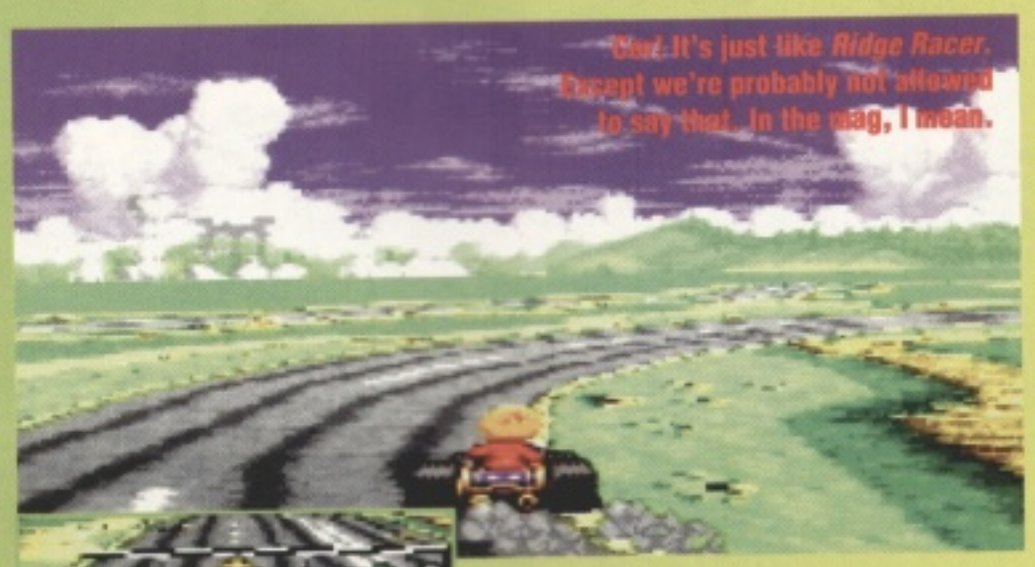
STREET IN PROGRESS

A really neat and fast four-player simultaneous racing game with added violence? Sounds good. So good, in fact, that *Super Play* just had to investigate fully.


Cool. It's just like *Ridge Racer*. Except we're probably not allowed to say that. In the mag, I mean.

He's a close-up of the four-player mode. Shattering, it is. Honestly.

***Super Mario Kart* has been the king of Mode 7 racing games ever since it came out. The two-player mode, the number of tracks, the neat graphics and the sheer playability all combined to put it at the top of the charts, and earned it 93% in the first ever issue of *Super Play*.**

That was nearly two years ago, and still there hasn't been a racing game to touch it (apart from the astonishing *Stunt Race FX, of course*). But *Street Racer* looks like it could change all that.

First things first; there are eight drivers (see panel), each with wildly differing characteristics. Of course, on the track they all work out roughly equal, but it's wise to make your choice depending on your aggression and driving style.

There are two ways to approach the races. Either you can just go all out to get in front and stay there, or you can fight, barge and mess up the other racers, and get the advantage that way. It's possible to win using either methods, but what seems to work best is a combination of all-out nastiness at the beginning, when everyone's bunched up, followed by a spell of extremely fast and accurate driving.

Each player has a home course, with a scrolling background making it instantly recognisable. Sydney has the Opera House, Japan is very high-tech and Transylvania has the famous Dracula castle. Incidentally, there's a Turkish driver and course, because Mev Dinc, the producer and designer is Turkish. This also might explain why Hodja, the Turkish driver gets to use

Totally mad. Not this game, but King Ludwig of Bavaria. He was as mad as a cheesecake, history informs us.

There are eight drivers in *Street Racer*. Each have strengths and weaknesses, and each car has got difference performance capabilities. But in addition to all that, each car and driver has a series of special attack moves to cause maximum damage to their opponents. Let's have a look, shall we?

DRIVERS, START YOUR ENGINES

Biff
Country: USA
Age: 19
Hand weapon: Baseball bat swipe
Side attack: Expanding tires (not tyres, you'll note)
Front attack: Monster grapple

Frank
Country: Transylvania
Age: 100
Hand weapon: Big punch
Front attack: Batmobile with flapping wings
Side attack: A scary ghost to frighten other drivers, who then swerve wildly and cause accidents

Helmet
Country: Germany
Age: Retired, apparently
Hand weapon: Walking stick punch
Side attack: Spikes
Front attack: Triplane

Surf Sister
Country: Australia
Age: not known
Hand weapon: Beach towel flick
Side attack: Huge beach balls
Front attack: Magnetic kiss attraction. Blokes just flip for it.

Suzulu
Country: Africa
Age: Early forties
Hand weapon: Voodoo stick punch
Side attack: Pokey spears
Front attack: Rhino charge

Hodja
Country: Turkey
Age: About four centuries
Hand weapon: Rubber dagger punch. Rubber? That won't hurt.

RACER

ROAD RUMBLE

There's another sub-game in *Street Racer* as well. It's a little like the bash-'em-up in *Stunt Race FX*. You start in an arena with a load of opponents (SNES-controlled or human) and you must punch, kick, ram and generally hurt your foes. Each car has an energy bar and the last one surviving is the winner. Once again, it's mad, crazy and totally exhausting. And it's great fun.

The fighting and ramming bit is really skill. And everything.

Skiddy-type smoke-marks are all over *Street Racer*. Like a rash.

HOW IS IT DONE?

***Super Play* asked that very question to Mev Dinc, producer and designer of *Street Racer*.**

'We've explored Mode 7 very thoroughly. I didn't want to use vector polygons because many of the games that use them look similar, and it's hard to get a car to behave realistically when it's made up of rectangular boxes.

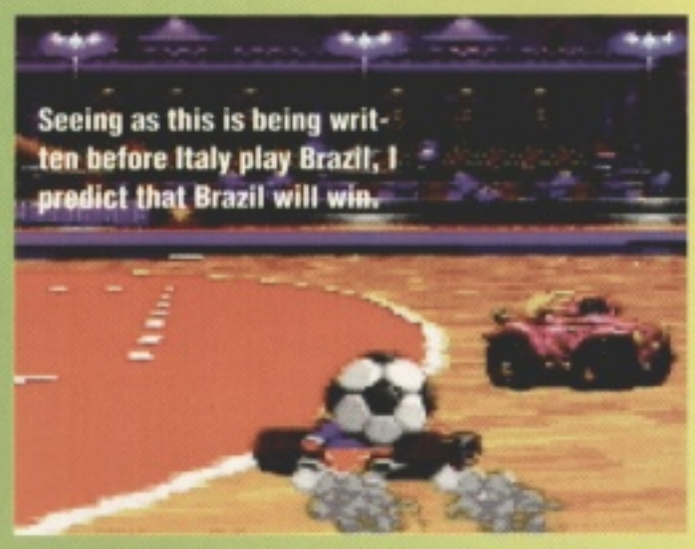
'Having four players going simultaneously, we were obviously concerned about slowdown. But we learned a few Mode 7 tricks and found that we could keep the speed exactly the same regardless of whether one, two, three or four players are currently racing.

'The best thing about our efforts to keep the game moving quickly was that we didn't need to use a DSP chip. We could have done the game with one, but it would have been more expensive. So in the end we managed to get everything we wanted including the fighting moves, the transforming vehicles, the rumble section and the football section into 8 Mbits, and without using a DSP. So the game will be a lot cheaper than it otherwise may have been.'

weird and powerful magic. *Street Racer* boasts a massive range of options, too. The most powerful one is probably the action-replay full-video playback facility. After a race, you can watch the entire thing again, from any of the cars. You can view the action from any stationary point on the track, follow the cars around from an aerial view and generally scroll anywhere to see them. It's easily the most powerful action replay feature ever seen on the SNES, and adds a whole new dimension to the fun.

But what about gameplay? Underneath it all, *Street Racer* is shaping up to be a game packed with playability. Not only is it fast and accurate, with superior collision detection and joypad responsiveness, but it is simple to get the hang of, and you won't spend three-quarters of every race stuck on the side of the circuit.

The violence as you race is another element which adds much to *Street Racer*. Not only do you punch and whack other cars, but you can use special moves and 'combos' to stop anyone getting past. With eight cars all bunched up it's possible to really ruin things for all the others just by using the right move at the right time, then jumping and hitting the turbo to get away from the resulting mess.



Seeing as this is being written before Italy play Brazil, I predict that Brazil will win.

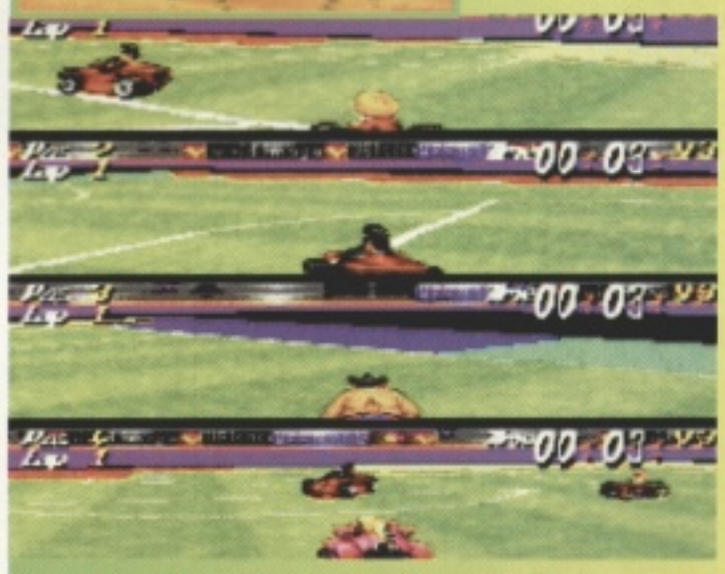
SENSELESS FOOTBALL

There's a sub-game in *Street Racer*, in which you (and up to three of your human chums) must rush around a football pitch with one big goal guarded by a moving barrier and a large football bouncing around. You can trap this and drive it towards the goal, where you fire it and hope to score.

It's supposed to be a five-a-side game, but experience shows that it tends to be far more of a free-for-all as everybody rushes for the balls, barging and leaping at once. You can choose options for the game length, or whether someone reaches the required number of goals.

Of course, underneath it all, there's a lot of tactics and strategy going on here. All the other players must use their weaponry and blocking moves to stop you and get the ball themselves, and team efforts really are the best way. It's fast, frenetic and totally manic.

It looks fun... and by George it is! We can't show you how much – use your imagination.



And the beauty is that four people can take part in the footy bit as well. Hang on. If Italy win the World Cup I'll look pretty silly. Come on you Brazilians!

Sumo-San
Country: Japan
Age: From the future (so in negative figures, presumably)
Hand weapon: Painful sumo smack
Side attack: Sumo splash
Front attack: Electrical force field X-rays the others

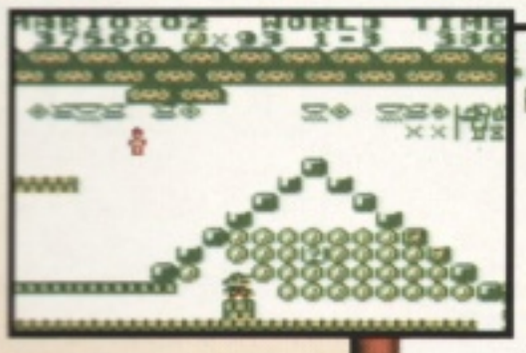
Raphael
Country: Italy
Age: 23
Hand weapon: Smooth punch
Side attack: Loud horns blare others away
Front attack: Grapple

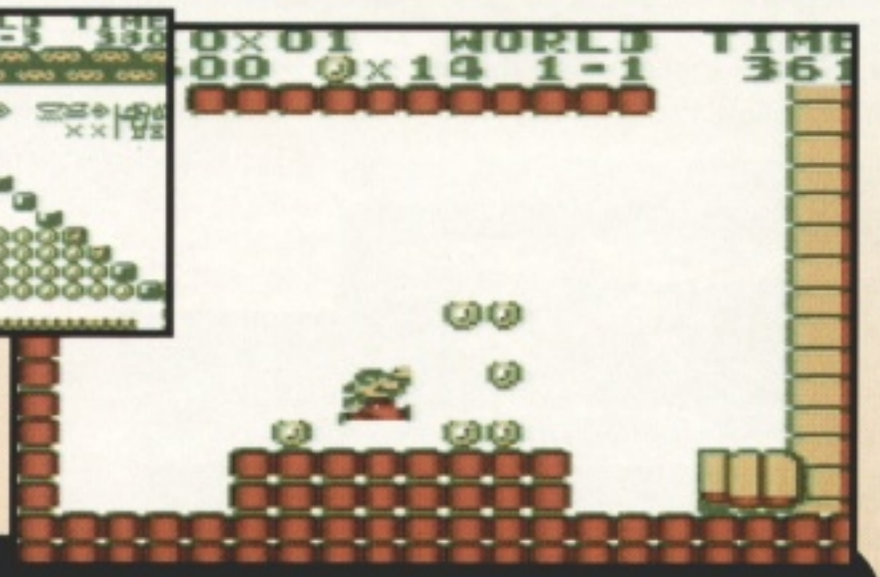
Old Hodja here is, like Mev Dinc, Turkish. But he's old and Mev isn't. Hodja the codger, eh?

SUPER

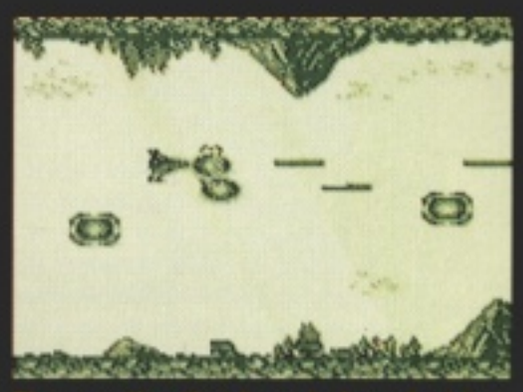
BY TONY MOTT

So having bought your Super Game Boy you're needing advice on which of those bargain-priced beauties to pick up, right? Right. Here we go then...





Red dungees and everything! See? Deep down you knew that SGB was a hot little piece of kit.



The question that begs to be asked is: what's happened to shoot-'em-ups on the *SNES?* They truly are a dying breed.

Nemesis 1 and 2

Both of these carts are getting on a bit now but they're top-most variations on the truly classic coin-op theme. Many arcade-to-Game Boy translations lose much of their magic in the process but you can bank on Konami to keep everything ship-shape and Bristol fashion. And don't forget that these guys introduced the power-up system as we know it today – they know their stuff.

Probotector

It looks like it's going to be a while until we see the new instalment of the Contra series on the SNES (Konami are keeping very tight-lipped) so it looks like this is the only conceivable option. Don't consider that a cop-out, though: *Probotector* has more action packed into its 2 x 2.5 inches of plastic than you're likely to see anywhere else.

SHOOT-'EM-UPS

Super Mario Land

The first Game Boy title ever and early proof that Nintendo's system could deliver playability to match just about any other machine around. It's all here; yer every day *Mario*-style platform action with mushrooms, fire-flowers and secret pipe rooms plus new underwater and even scrolly shoot-'em-up bits. Add all that to the fact that it's going for a song, due to its age, and you've something of a must-have.

Wario Land

A very recent release this, and one which has picked up glowing reviews all over. The sprites and gameplay are all relatively large giving it a similar feel to its pseudo-prequel *Mario Land 2* and the change-your-hat-to-gain-new-abilities idea is both novel and well-implemented. With a battery-backed RAM facility it's not going to take ages to complete but the endings change according to performance in the game, giving it a quality which makes you want to do it all again only better. Most recommended, oh yes.

Batman

Like the original *Mario Land*, this game looks almost as fresh now as it did when it appeared years ago. The main Batman sprite could almost be construed as an SD version due to its teeny-weeny size but don't be put off; it simply allows more room for manoeuvring around the brilliant little levels. The shoot-'em-up batwing bit and the well-drawn in-game stills also add to its worth.

Kirby's Dream Land

Being a Shigero Miyomoto production should give you an instant pointer to this game's quality. Incorporating an odd mix of sucking, flying and spitting, *Kirby* is one of the most perfectly designed video game characters since *Pac Man*. It's a shame that it's all over so quickly; this is an easy game. But sucking the top off of a little mushroom, like a rug off of a baldie, ranks up there among the greatest video game moments ever so don't miss it.

Donkey Kong '94

Probably the most instantly-classic Game Boy game yet, this *Mario* vehicle is of a calibre seen so rarely nowadays, rivalling even the mightiest of SNES creations in its perfection. Perhaps inevitably, it was Shigs that did the biz with this game. Some day the guy's going to be awarded The Services To Video Games Cross or something.

Parasol Stars

As Taito's follow-up to their arcade smash *Rainbow Islands*, *Parasol Stars* continued in the then-popular trend of simplistic, few-screen platform environments with cute characters slotted in to equal one of the most addictive titles to appear on the 'Boy. *Out To Lunch* or *Magic Boy* are probably its nearest equivalents on the SNES but neither of those games really touch on the quality which Taito hit upon with such regularity back then.

Hyper Lode Runner

A little known but classic little title, this. Originally a hit many years ago for Broderbund on Atari's 8-bit computer range, it actually went on, unusually, to spawn an arcade version. It's cosmetically basic but you can't deny pure playability which this has in spades, proved by the fact that a new SNES version is currently in production in Japan.

PLATFORMERS

GAME BOY

ADVENTURE GAMES

Mystic Quest
Originally *Seiken Densetsu* in Japan, this was actually the true predecessor of *The Secret Of Mana* with many of the jolly characters appearing in both games. It's primarily action-based; you actually have to swing your weapon at foes rather than mess around with turns, but there are enough spells and stuff to keep more intensive players happy.

The Final Fantasy Legend
Squaresoft produce a series of RPGs in Japan under the name of *SaGa*. This is the translation of the first of the existing three and it includes the unusual (for the Game Boy, at least) idea of dealing with a party of four adventurers rather than the traditional one. The battles are purely turn-based and it has a level of depth which is rarely seen on the machine. *Final Fantasy* freaks will certainly appreciate this.

Zelda IV
Buy it. There's not much more left to say other than to give the assurance that this has just about everything in it which made SNES *Zelda III* the corker it was. The GB hardware-dictated flick-screen playing environment is disappointing but there really is nothing else worth questioning for a moment. If only all games were this good...

Gargoyle's Quest
As an early release, this platform-cum-overhead-viewed-adventure from Capcom showed that Game Boy games could be as diverse as those on display elsewhere. The adventury element isn't nearly as strong as *Mystic Quest*, et al, but there are loads of little villages to explore, people to talk to and quest-ness abound to break up the action sections perfectly. Another cheapie by now and one worth rummaging through that bargain bucket for immediately.

Monster Max
Ask any ex-Spectrumite for their Top 10 Games Ever and Ocean's *Head Over Heels* will inevitably appear hovering around at the top. The game's programmer, Jon Ritman, made his long-overdue debut on the Game Boy very recently with this game. It's an isometric 3D number in the mould of SNES *Equinox* with lots of clever puzzly bits and unusually attractive graphics. And it's the only game to even approach the quality of *Zelda IV* in many people's eyes. Enough said?

Metroid 2
Don't expect the incredible depth of *Super Metroid* and you'll get along fine with this. It hasn't earned the recognition over here which it deserves but *Super Metroid* lovers willing to put up with a slightly watered-down fix should seek it out with obscene rapidity.

Below: The opening sequence of *Mystic Quest* sees our hero trading blows with an over-sized pussy.

Left: Another gratuitous shot of *Mystic Quest*, I'm afraid. We like it.

MISCELLANEOUS

Revenge Of The 'Gator
Pinball can be boring – just have a peep at SNES *Pinball Dreams* if you need any convincing. *'Gator*, however, cleverly shoves the genre on its head by making the table elements alligators and all sorts of other weird little buggly things. You need to watch someone tilt the pad as they play to appreciate its convincing quality.

Kirby's Pinball Land
This being the newer of the two GB pinball titles available it's probably going to cost twice the price of *'Gator*. There's not really much to separate them when it comes to the crunch although this does, of course, feature the loveable marshmallowy little sucker himself. You'll be safe with either title really.

Tetris
With an official SNES version of *Tetris* still not available, this is the perfect solution for adaptorless gamers wishing to experience one of the most played games of all time. The only downside is that the GB's two-player link-up option isn't available. Still, it should tide you over until Nintendo finally wake up and smell the coffee in the UK.

Boulderdash
As another ex-computer hit, *Boulderdash* uses one of the most simple ideas to ever materialise in a video game. Collect the diamonds and avoid the rock stacks overhead which can be dislodged with alarming ease. If you already know the game – which we suspect is the case for many – then have a gander; this is a great little version, and those not already aware of its delights should also apply.

Solomon's Club
One of the beauties of the Game Boy is that many games appear on it which are, wrongly, deemed not strong enough to constitute a conversion to a 'big' machine such as the SNES. The resulting effect means that many gems are ignored, and *Solomon's Club* is one of them. Essentially a conversion of the arcade game *Solomon's Key*, this is a puzzle-based platformer quite unlike anything else around. Try it, you might like it, as they say.

That brings our necessarily brief dip into the delights of Game Boydom to a close. With the current summer drought of SNES software in full effect you now have a choice elsewhere. Hurrah!

We like it when game characters cry like that tree below.

SUPER PLAYER'S GUIDE

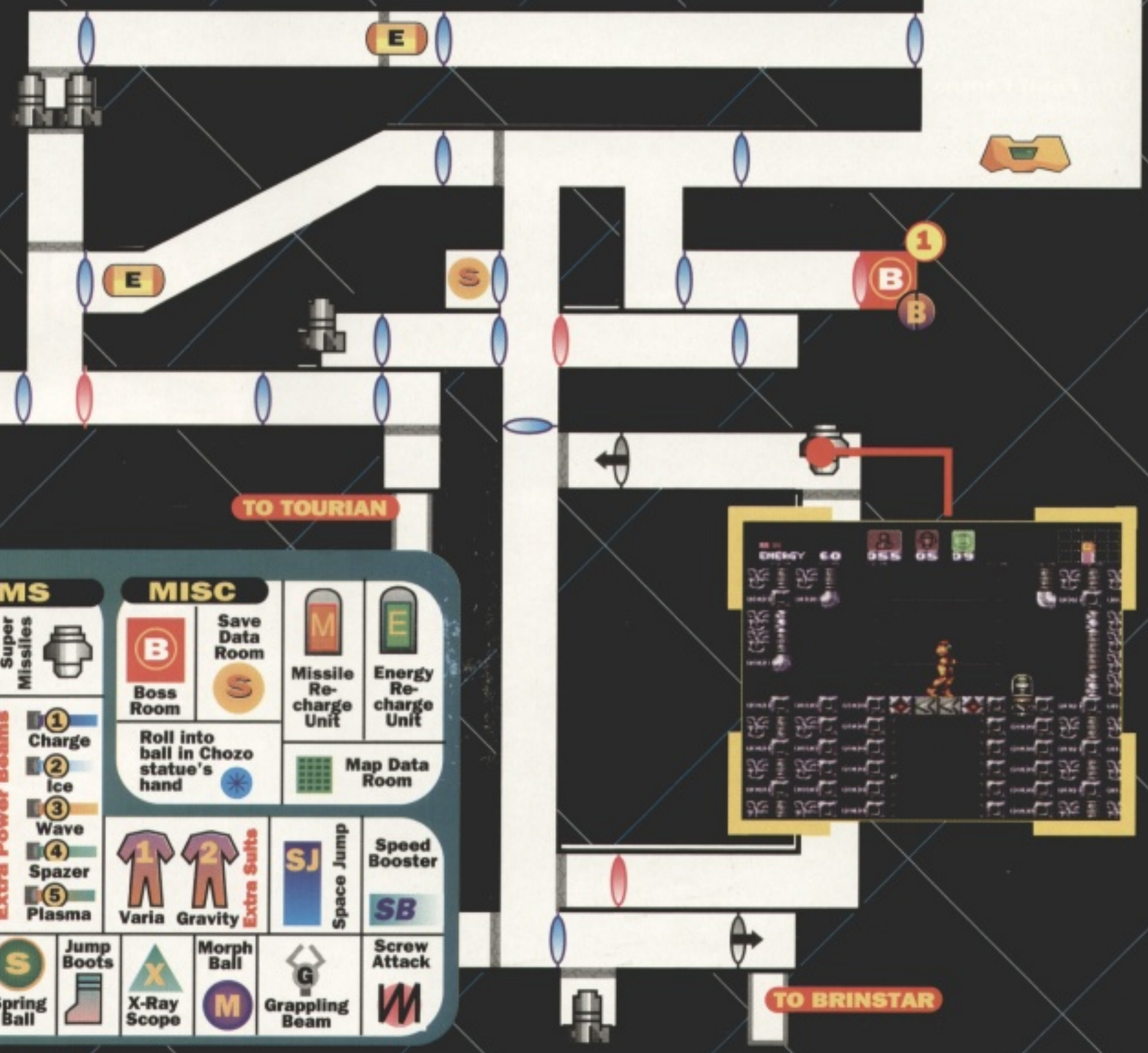
SUPER METROID

NINTENDO (JAP/US)

By Dan Jevons

Plagued by Zebesian space-pirates? Just can't find that one last hidden item? Then read on, pilgrim...

CRATERIA ITEMS: 13



KEY

DOORS

- X1 Missile
- X5 Missile
- X5 Missile
- X1 Power Bomb
- Eye Door X3 Missiles
- Metal Door - Kill specific creature to enter.
- One-way Doors
- Secret Passage

ITEMS

- Missiles
- Super Missiles
- Power Bomb
- Energy Tank
- Reserve Energy Tank
- Bomb
- Extra Power Beams: 1 Charge, 2 Ice, 3 Wave, 4 Spazer, 5 Plasma
- Spring Ball
- Jump Boots
- X-Ray Scope
- Morph Ball
- Grappling Beam
- Extra Suits: 1 Varia, 2 Gravity
- SJ Space Jump
- Speed Booster
- SB
- Screw Attack

MISC

- B Boss Room
- Save Data Room
- Roll into ball in Chozo statue's hand
- Missile Re-charge Unit
- Energy Re-charge Unit
- Map Data Room

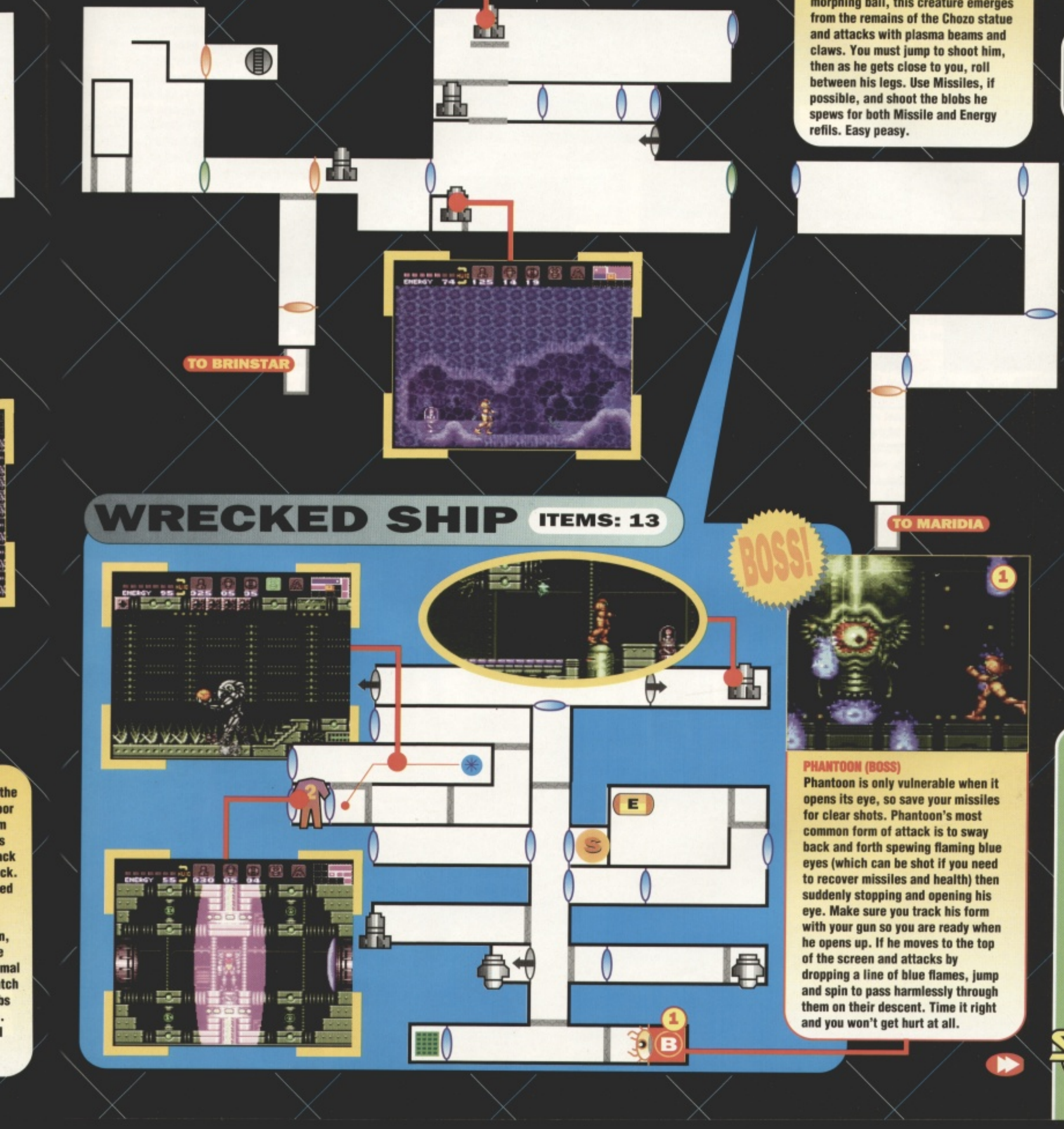
General Tips

1. One of the most important things to sort out at an early stage in the game is how you're going to set up your buttons. It makes sense to set them up as in the *Mario* games: B – jump, Y – dash and X – shoot. It's a matter of personal taste, of course, but we found the default settings somewhat counter-intuitive.
2. The wave gun can shoot through the one-way metal poles, so if they're blue, you can open them even if you're on the wrong side. Very handy.
3. Once opened, all doors become blue doors. Even metal ones.
4. Save the game as much as you can! There's nothing more annoying than losing hours of play over an unexpected death. Or for that matter, a crash or a power-cut. It also helps if you've decided to go for a record time. If you botch it up, you can just restart from your saved position and do it again quicker.
5. The game has multiple endings, and in order to see the best one you're going to have to complete the entire thing in under three hours. Though, to be honest, the only real differences are the various states of undress that Samus finds herself in. Complete the game in under three hours and she really lets her hair down! Try to beat my personal best of 1 hour 52 minutes.
6. After you have destroyed the mother brain and are on the way out of the complex (before the planet blows up), take time to visit the room where you first got the Bomb for the Morphing Ball. Here you'll find the friendly Dachola and Etecoons waiting to be rescued. Shoot out the wall on the right to let them escape, then hurry back to your craft. Now, after the planet explodes, watch in the distance for their ship to leave the system.
7. Did you know that at the very start of the game, where you first search the space station for the missing Metroid larva and encounter Ridley, you can actually defeat him, er it, right there and then? Climb onto the door (not the ledge by the door, but the actual door itself) and just keep pummelling him with shots. Don't bother dodging his fireballs, just jump and turn your back when he comes on for a swoop attack. After enough hits, Ridley will turn red and drop the larva! This is a great moral victory.
8. To defeat the Metroids in Tourian, you must first freeze them, then fire either one Super Missile or five Normal Missiles into their brains. If they latch onto you, roll into a ball, drop bombs and move back and forth over them. Hopefully one of the explosions will catch it and knock it off you.

By Dan Jevons

ENEMY CHOZO STATUE

Encountered in the room where you first collect the bomb for the morphing ball, this creature emerges from the remains of the Chozo statue and attacks with plasma beams and claws. You must jump to shoot him, then as he gets close to you, roll between his legs. Use Missiles, if possible, and shoot the blobs he spews for both Missile and Energy refils. Easy peasy.



WRECKED SHIP ITEMS: 13

PHANTOON (BOSS)

Phantoon is only vulnerable when it opens its eye, so save your missiles for clear shots. Phantoon's most common form of attack is to sway back and forth spewing flaming blue eyes (which can be shot if you need to recover missiles and health) then suddenly stopping and opening his eye. Make sure you track his form with your gun so you are ready when he opens up. If he moves to the top of the screen and attacks by dropping a line of blue flames, jump and spin to pass harmlessly through them on their descent. Time it right and you won't get hurt at all.

BRINSTAR

ITEMS: 18

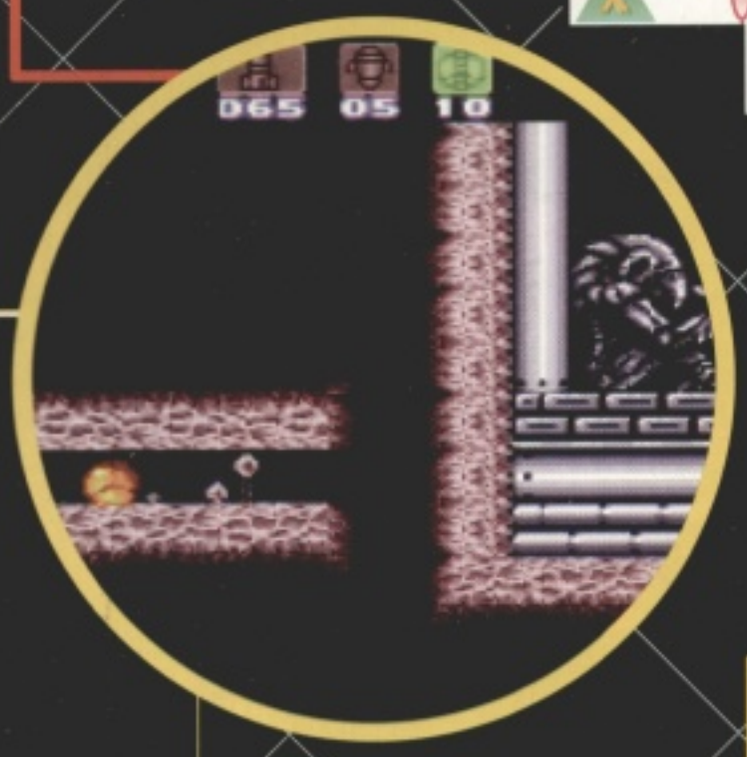
TO CRATERIA

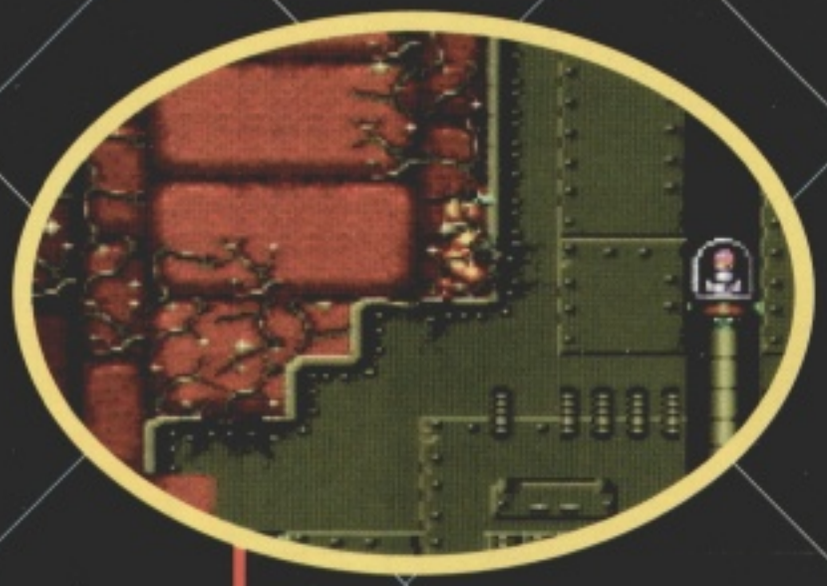
BOSS!

SPORE SPAWN (MINI-BOSS)

This mutant triffid wannabe can only be harmed when it opens up its protective shell. As soon as you enter the room, move to either the far left or right ledge and duck into a ball. In this position neither of the sweeping movements of the Spawn nor the falling poisonous seeds can hit you. Keep Missiles selected, and when he pauses to open, leap up and fire two (or three if you're fast) missiles into his core then duck back into the ball. If you need more Missiles/Energy, shoot the seeds.

TO CRATERIA





BOSS!

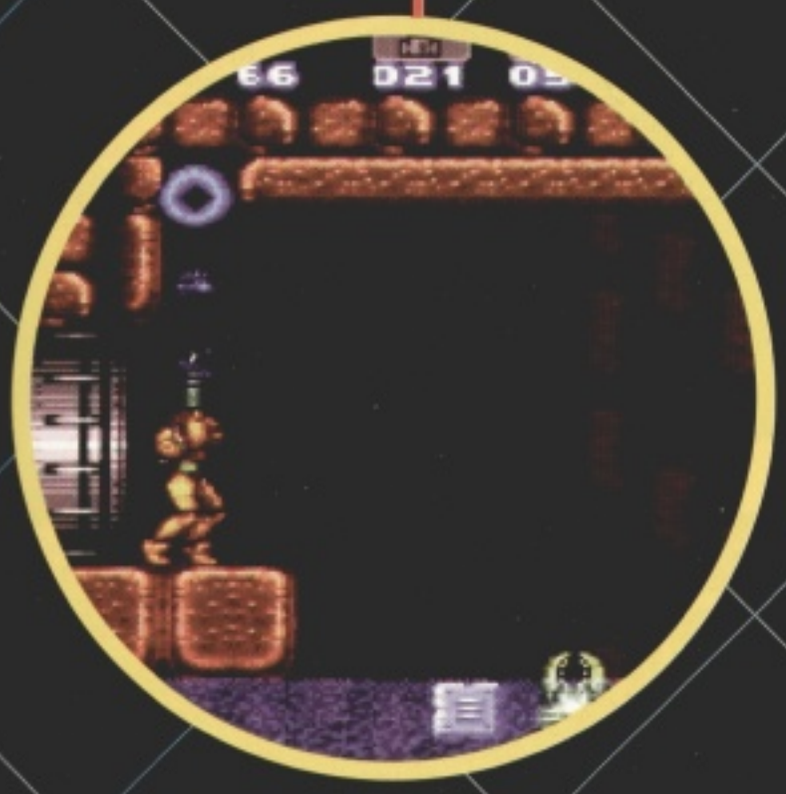
KRAID (BOSS)

When you first enter the room, and your Kraid raises his head above ground level, try to conserve your missiles by only using charges beam shots. Shoot him in the head and in a few moments he will open his mouth. Now quickly leap up and release your beam shot right smack bang into his gob. After a few hits like this, Kraid will raise himself up through the ceiling, and you must follow him up onto two floating platforms to continue the battle. Repeat the process as described above, but this time use the Missiles, or Super Missiles. Shoot the boomerangy things for Energy/Missiles, and avoid the chest splinters he fires.

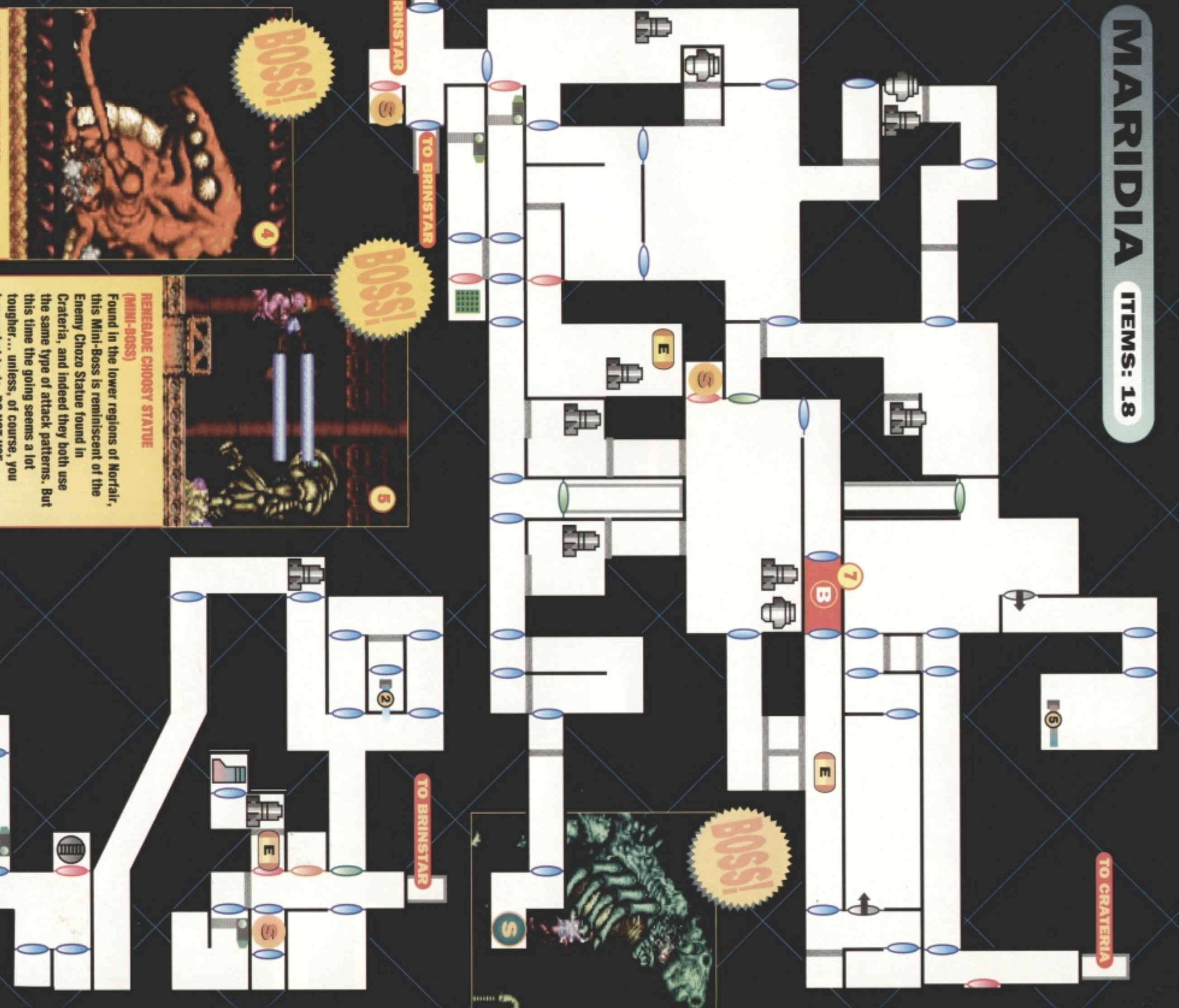
TO CRATERIA

TO MARIDIA

MARIDIA



MARIDIA ITEMS: 18

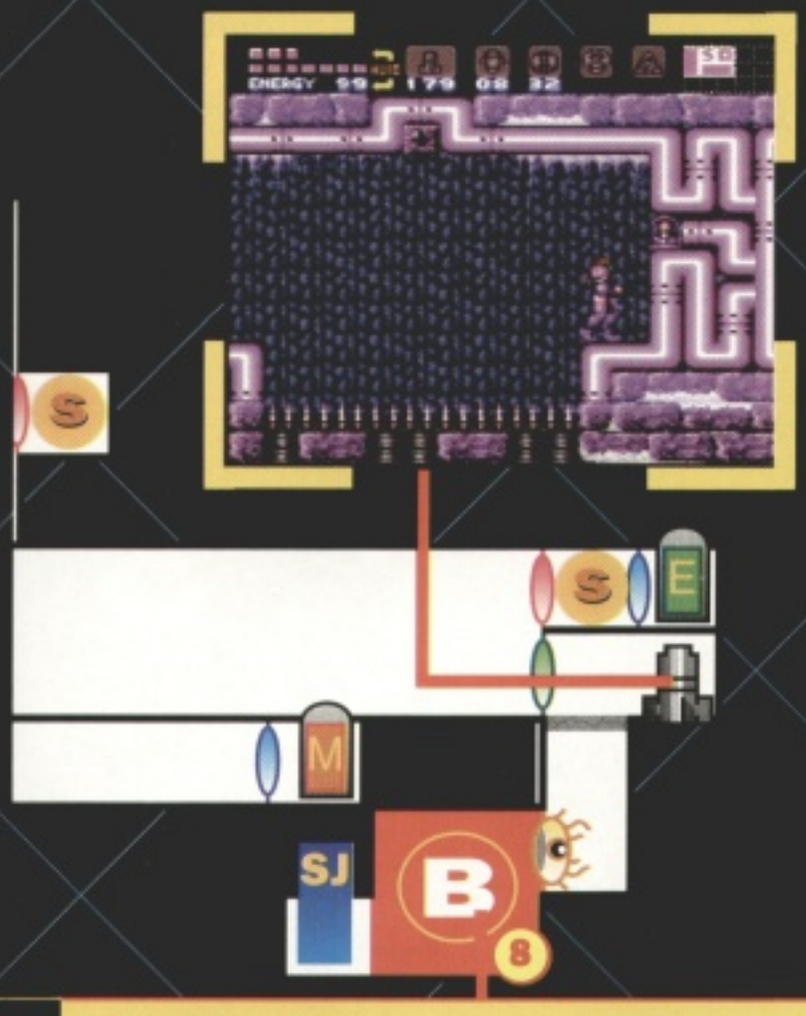


CROCOMIRE (MINI-BOSS)

The Crocomire cannot be damaged by any weapon, but instead he can be forced back along the passageway until he falls into the lava at the end. Staying just out of his arms reach, you must jump up and shoot the creature in the head, then, when he opens his mouth, fire either a charges beam shot or missile inside. Keep up a rhythm as, given a chance, Cromire will recover lost ground rather quickly.

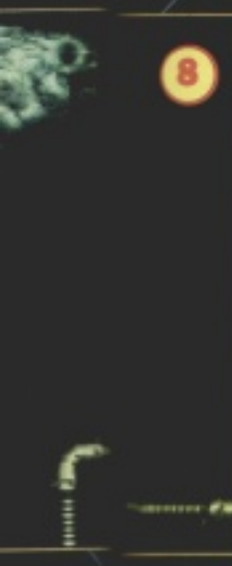
RENEGADE CHOOSY STATUE (MINI-BOSS)

Found in the lower regions of Norfair, this Mini-Boss is reminiscent of the Enemy Chozo Statue found in Crateria, and indeed they both use the same type of attack patterns. But this time the going seems a lot tougher... unless, of course, you know what to do. DO NOT USE NORMAL MISSILES as he will simply turn sideways and dodge them. And its not a good idea to use Super Missiles either, as he catches them and throws them back at you (though you can flood him with so many that in between his catching and throwing, you can get in a hit or two). No, by far the best way to waste this nemisis is to just use the fully charged Beam shots aimed directly at his body.



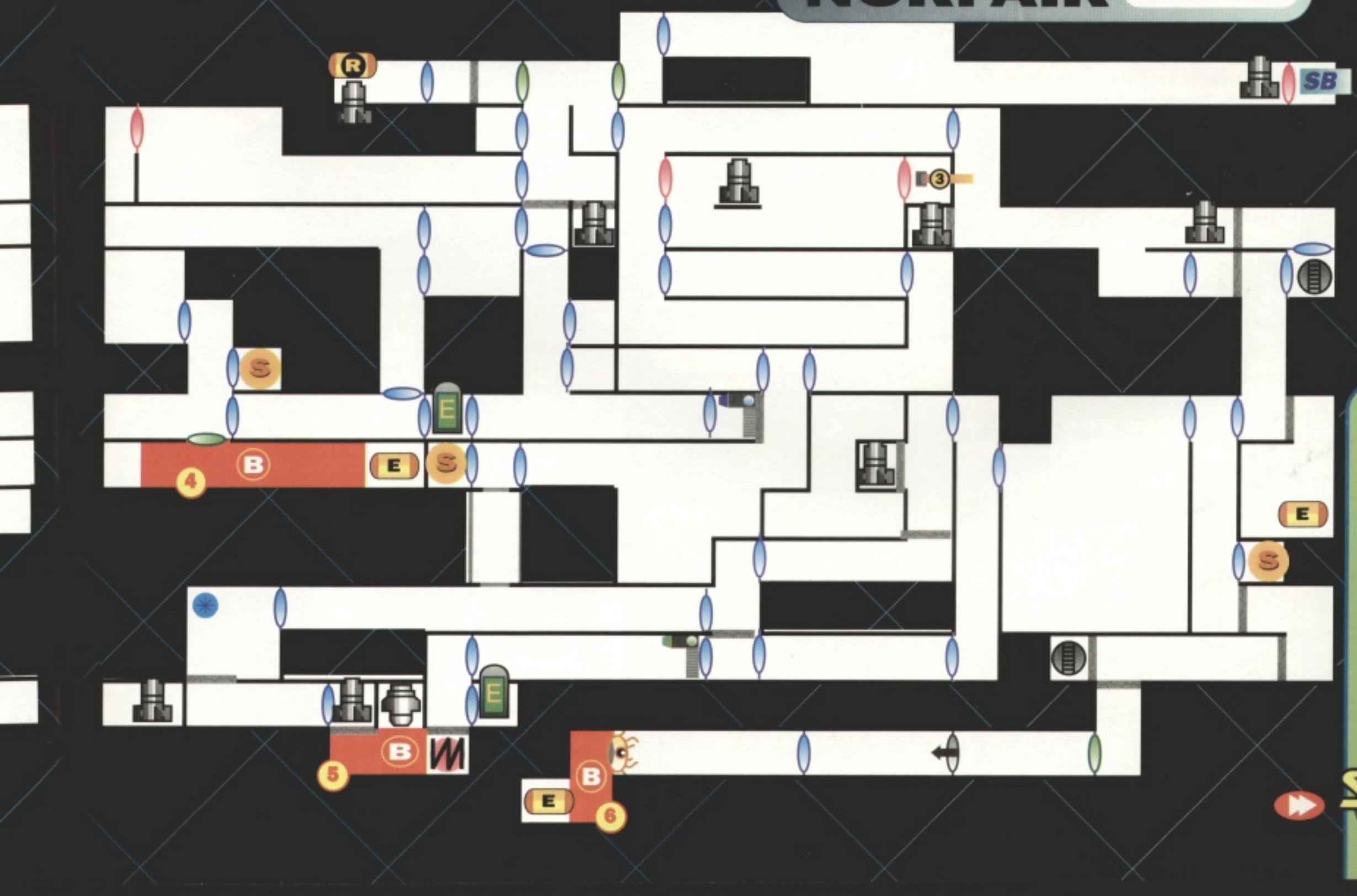
SNAKE CREATURE (MINI-BOSS)
Not featured in the booklet. Shoot this snake-like munster repeatedly in the head, whilst avoiding its coils and tail. Occasionally, it will stop swimming, and pop its head out of one of the holes to fire plasma at you. At this point it is especially vulnerable and I would recommend the use of a few Super Missiles. Overall though, stick to the corners and you should be okay.

RIDLEY (BOSS)
The penultimate boss of the game, this is your second encounter with the leader of the space pirates. Ridley has two methods of attacking: bouncing on his tail and swooping at you, and it is the latter that gives you the greatest chance to inflict damage. As he bounces on his tail, get body side of him (by rolling underneath his tail as he hops) and aim your gun straight up into his body. Then walk along with him as he bounces, and fire as many missiles as possible. When you reach then end of the platform, roll back. If Ridley should swoop at you, jump up and fire a Super Missile for a guaranteed hit. And if he grabs you, then wiggle the D-Pad like mad to escape from his clutches before he lashes out with his tail.



DRAYGON (BOSS)
The Draygon has an armour-plated coat covering most of its body, so make sure you aim for its weak spot – its stomach. Draygon has two identifiable attack patterns, a quick diving swoop and a slow horizontal pass, both of which, with experience, can be exploited. Wait in the middle of the chamber and face the side which Draygon is on (the side he last went off on), prepare to fire a Super Missile. If he is attacking with a swoop, fire the missile, then quickly roll into a ball to avoid contact. If he is attacking with a slow pass, run to the side he is attacking from, then walk across screen with him firing loads of normal missiles into his belly. Shoot the blobs for items, and roll into a ball as you reach the opposite side, to duck back underneath him. And if he grabs you, wiggle that pad! One of the tougher bosses.

NORFAIR ITEMS: 30



TOURIAN ITEMS: 0

MOTHER BRAIN

This rather cosmetically challenged final boss first takes the appearance of a large floating brain in a tank, like the previous *Metroid* games. After your approach through his chamber, you should break through the glass and destroy the bosses initial form by jumping and shooting missiles. Easy so far. Then, as the brain rises up out of the ground,now attached to a body, stand in the far right-hand corner of the screen; aim you gun diagonally up left and wait until he stands tall before letting rip with everything you've got. And the rest is up to you. We don't want to spoil things for you by giving the end away, do we? No, of course we don't.

Saving the aliens is your duty. Er, then again, time is ticking away – and you probably tried to shoot them on first meeting anyway...

SPECIAL TECHNIQUES

WEAPON POWER-UPS

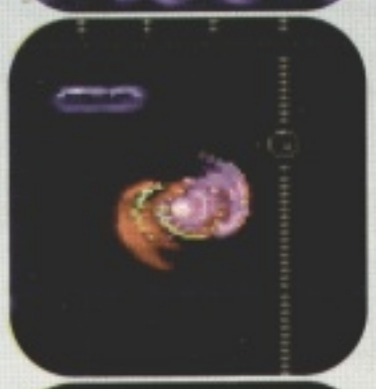
With the spaser and plasma weapons it is possible to access a special 'super energy' attack which covers half the screen! Make sure that you have only the particular weapon (either spaser or plasma) and charge items in use (for example, turn off Ice and Wave at the Samus status screen) then select the Power Bomb icon at the top of the screen. Now, after you charge up a shot, keep the button held down and you will release a mammoth energy blast.

SUPER PROPULSION

Once Samus has collected the Speed Booster boots she can access a Super Propulsion move which enables her to fly along either vertically, or horizontally at incredible speed. Make Semus run along a flat until you reach her top speed and the boots engage themselves (your image starts doubling) then press DOWN. Samus should stop dead, crouch, and start flashing yellow. Now, if you want to fly vertically press DOWN and JUMP. If you want to fly horizontally press JUMP, quickly followed by the direction (Left or Right) you wish to travel in. Takes a bit of practise.

ENERGY RECHARGE

If your energy gets low (Below 50) and you have no energy in your reserve tanks, it is possible to exchange some of your missiles and bombs for energy. To do this you must have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs. Now roll into a ball, select the Power Bomb icon, press and hold the L and R buttons and DOWN on the D-Pad, and keep them held, press X to drop the bomb. Samus should shed her armour, curl into a ball of white light, and come out with full energy!



SPACE JUMP

The key thing to remember about flying with the Space Jump is that you cannot just keep tapping the button. You have to time every button press, if in a continual cycle of jumping. Just make sure you press JUMP on Samus's downward descent and you should be alright.

Grappling Beam

In order to keep up the momentum when swinging in full circles, using the grappling beam, you must remember to use only the lower half of the D-Pad. Even when Samus swings up above the block she is attached to, you must still press DOWN (though it should be UP) to keep her at the beams full length. And you can use the grappling beam to swing from the Ripper creatures.

Multi Bomb Lay

Charge up a beam shot, then instead of releasing it, duck into a ball. Samus should now spew out a whole load of bombs in her ball state, covering a small area around her.

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1

First step to stardom is to get down to your nearest Future Zone games store right now and fill in an entry form. (There are 83 Future Zone stores nationwide, one in the high street of every major town, but if you're not sure where your nearest store is, phone 0891 332288. *)

2 50p

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5

The four regional champions will meet in front of a star-studded audience at the Future Entertainment Show in London on October 29th.

Finally, one winner will emerge from the Grand Final as champion, to win a multimedia PC set-up with five CD-ROMs of their choice, as well as the National Games Championship Trophy! (The three runners-up will each receive a new game every month for a year!)

3

Play your first-round heat, trying to get the highest score you can on our two featured games – the amazing Virtua Racing on Sega Mega Drive, and the outstanding Pinball Dreams on Super Nintendo. (The heats start on the first of August and run for a whole month.)

PHILIPS

4

Get one of the six top scores and you go on to a regional semi-final (there are four, covering Scotland, the North, South-East and South-West) at Future Zone's September Road Shows. Win, and you get a Philips CD-i player! (Runners-up all get a £50 Future Zone software voucher and a subscription to any Future magazine!)

* Calls cost 39p a minute at cheap rate, 49p a minute at other times. If you are under 18 seek permission before you call. Future Zone Stores, West Byfleet KT14 6ND.

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

Super Play's own source of video gaming enlightenment will tend your troubles. Whether its technical or simply trivial, get them in to Gamefreak for an answer.

DEAR GAMEFREAK

Q After reading that *Kid Icarus* will be coming out for the SNES, I was wondering who will be handling the project?

A It's an in-house project at NCL (Nintendo Co Ltd in Japan). No news on a release yet, but next year seems likely.

Q Will there be any more conversions from the NES, like *Bionic Commando, Zelda 1* and *2*, or perhaps a four-in-one cart (featuring *Zelda's 1, 2* and *3* and *Link's Awakening*)?

A *Bionic Commando* has been rumoured and personally, I would like to see it translated more than any other game – the arcade version (not the weird NES game) was one of the most skillfully designed arcade games Capcom have ever released. As for more compilations, a Megaman one is on the way to the Mega Drive but sadly no sign of any SNES version, or a *Zelda* compilation, either (sob).

Q What does NTSC stand for?

A National Television System Committee – this TV standard was adopted in the USA in 1953 and runs at 60Hz.

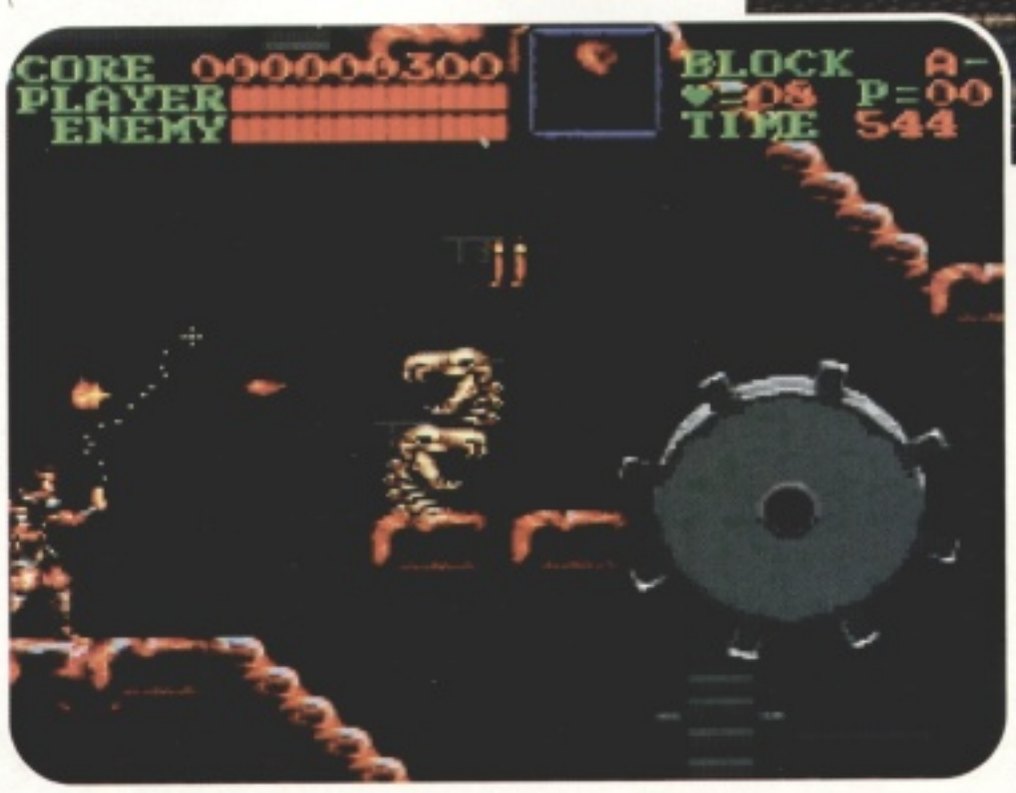
Daniel Waldie, Northampton.

DEAR GAMEFREAK

Q Any news on *Castlevania V?*

A No, it's still at the rumour stage, I'm afraid.

Right: *Final Fantasy VI*. A completely excellent game, but not yet scheduled for release in the UK. Boo.
Below: *Castlevania* in all its rather gory glory. The SNES incarnation really is the best version of the game.



Q How do the PC Engine and Mega Drive versions compare to *Castlevania 4?*

A The Engine game trouces the weedy Mega Drive game, but both fall short of the atmosphere delivered by Konami's masterpiece.

Q Are Konami and Capcom still committed to the Super Nintendo?

A It's a little worrying that the companies who used to make so many classic games for the SNES are now churning out substandard stuff like Capcom's *Knights of the Round*. There's little doubt that new consoles like the PlayStation, Saturn and Project Reality will be demanding an awful lot from both company's R&D facilities. Let's hope some decent programmers stay working on the SNES for a good while yet.

Q Are there any plans to release *Goemon 2* in English. If not, is it very easy to get hold of the Japanese version?

A It's a breeze to play in its Japanese form, but Konami have not announced any plans to convert it just yet.

Q With Saturn and the PlayStation due before Christmas In Japan, is it really worth waiting for another year or so for Project Reality?

A No, of course not. A true Gamefreak does not wait, it buys some thing equally exciting immediately, and then pays the consequences later. They'll be some stunning games on both Sony's and Sega's new systems so if you can afford it, it'll be worth getting both (as well as making you the most popular games player in your neighbourhood). However, if you can wait over a year, Nintendo will have a mindblowing games system with some phenomenal games, and that'll be worth getting too. You decide.

James Clark, Middlesex.

DEAR GAMEFREAK

Q Will any of the *Final Fantasy* games be getting a UK release?

A *Final Fantasy Mystic Quest* is already available over here, but the best games, *FFIV* (*FFII* in the US), *FFV* (unreleased in the US), and *FFVI* (to be called *FFIII* in the US) are all unscheduled for UK releases. Nintendo has the rights to Square's release schedule, but what's it doing about them? Nothing, it appears.

Q What are the top SNES RPGs available in the UK and US?

A In order of preference: *Secret of Mana, Zelda,* and although not strictly an RPG, *Solstice II:Equinox.*

Q Where are the rest of the *Final Fantasy* series (*FF1 – FFV*, as I hear America is only getting *FFVI?*

A Only one Famicom game made it over to the States – the original *Final Fantasy*. *FFIV* was released as *FFII* back in early 1992, and *FFV* is

supposed to be coming out after *FFVI*. Confused? You should be.

Q Which of the following FX games are the best: *Vortex, Stunt Race FX Starwing 2?*

A *Stunt Race FX* (or *Wildtrax* as it's known currently on import) is an amazingly playable racing game, although first impressions are deceptively crude. *Starwing 2* is a mystery – it won't be surfacing until the Las Vegas CES in January next year.

Q If I have a 60Hz Japanese PAL Super Famicom will it do the same job as a SCART version, such as, no borders and 17% faster?

A Only if your television has enough latitude to display a 60Hz signal.

Kamran Ramzan, Nonamesville.

DEAR GAMEFREAK

Q I have an Amstrad monitor (model no CTM 644) which came with an Amstrad CPC 6128 that I bought approximately eight years ago. I want to know if there is any way I can get an image from my SNES (PAL version) onto the monitor by using the multi-out socket. The monitor has a lead wired internally with a 6-pin Din plug at the end.

A It is possible to hook up a SNES to an Amstrad monitor, but you'll need to make a custom lead. Since you included the individual pin-outs, you could go ahead and do it yourself, but a company like TDS Trading in London will do it and even branch off stereo leads, too. You can contact them on (081) 677 5113,

E Gray, York.

DEAR GAMEFREAK

Q Is there a *Secret of Mana II*, or any other *Mana*-related game in production? If so, when can we expect to see it on import, or US/UK release?

A Yes, see the interview with Squaresoft's Ted Woolsey on page 14. As to when we'll see it, it's anybody's guess.

Q When will *Stunt Race FX, Starwing II* and *Vortex* be released on both import and UK release?

A *Stunt Race FX* is available now on both US and Japanese import, but won't in the UK until September. *Starwing II* will be out in Japan in early 1995, and *Vortex* should be out by Christmas '94.

Q What about *Mortal Kombat II, Super Street Fighter II* and *Zelda IV?*

A *MKII* is out on 9 September, while *Super SFII* won't be making a UK appearance. *Zelda IV* is definitely on the way, but not for the SNES. Ultra 64 is set to play host to *Zelda*.

Q Have you any new details on Project Reality?

A The latest announcement is that Rambus, a big US memory interfacing company, is providing the system with an astonishing memory interface running at 500MHz. The price and release date remain the same as before: September 1995, for around $250.

Iain Steele, Aberdeen.

DEAR GAMEFREAK

Q I was reading an American games mag and in it there was an article about *Super Street Fighter II X*. It showed a picture of a supposedly hidden character, however, it didn't show him fighting anyone. He was very big, wore a ripped denim jacket and had a pony tail (no, not T Hawk). Is he for real, or is he just another rumour?

A He's real alright. Akuma appears at the end of the game and, provided you've not lost a single round, he fights you after killing Bison.

Q Is there any way I can get hold of the *Super Famicon CD* magazine featured in issue 20?

A You'll have problems getting that particular issue, but current issues will be stocked either by the Japan Centre or Books Nippon in London.

Gareth Jones, Lanarkshire.

NEW column!

The run-up to Christmas promises some really great games. But next year we'll have some even better things to look forward to...

1. KILLER INSTINCT (Rare/Nint) ● Release: 4 October (Arcade)

Now, I'm not the world's biggest beat-'em-up fan, but this really does looks great. The home version will be identical too (when it eventually arrives).

2. DONKEY KONG COUNTRY (Nint) ● Release: November (US/Japan)

It's the best thing ever. Okay, it's *Mario*. Well, *Super Adventure Island*, too. But aren't those graphics smashing, eh? Rendered graphics have never been this cute before.

3. NOSFERATU (Seta) ● Release: October (Japan)

Just as we get ready for the most delayed SNES game ever to arrive, it gets puts back another month! Still, the graphics look great, so let's hope it's worth the wait.

4. SECRET OF MANA II (Square) ● Release: TBA

Okay, so nothing's been seen of this highly anticpated sequel but you can bet it'll be a phenomenal game. Expect at least a 24 meg cart, and possibly 32 meg.

5. BREATH OF FIRE II (Capcom) ● Release: December (Japan)

The graphics for this brand new sequel to Capcom's year-old RPG looks great. So let's hope that the first game is a success for Square, so they pick up this one as well.

DEAR GAMEFREAK

Q Thanks for printing my letter in issue 20, but I have some more questions for you to answer:

Having seen *Virtua Racing* running on the Mega Drive, I was amazed at how fast and smooth the graphics were. Could you please tell me if the Super FX chip is better than Sega's Virtua Processor? Please be honest even though you are a SNES mag!

A The SVP is a little faster for shifting polygons – it can manage around 7,000 per second while the Super FX is happier chucking around about 4,000-5,000 per second.

Q Will Stunt Race FX be as smooth as *Virtua Racing?* Personally, I doubt whether it could be.

A Nintendo's game isn't as smooth as Sega's but it probably could have been if less colours had been used – after all, it runs inside a pretty small game window. And here's some blatant name-dropping to prove it. When I was at the CES in Chicago recently I was invited to a boat party held by Alias (the guys that wrote the rendering software for *Donkey Kong Country* and *Killer Instinct*). Most of the time I spent talking with Nintendo's game genius Shigeru Miyamoto, who was also there and, while on the subject of Super Famicom games, he told me that he'd wanted the game to use 256 colours to make it much more appealing. If it had used less colours it would certainly have been smoother. So now you know.

Q Is *Starfox II* going to be 32 meg?

A No, 16 meg.

Q Any news of any Grand Prix FX games? (Preferably with the cars not having bloody great big eyes or the ability to morph.)

A There's a motocross one, from Electrobrain but no one seems bold enough, or sensible enough to translate Geoff Crammonds marvellous *F1 Grand Prix* (or even his utterly splendid *Stunt Car Racer*). Madness, sheer madness.

Simon Downham, Berkshire.

See, Akuma *does* exist in *Super Street Fighter II X*. That's, if you manage to ge past to Bison without losing a round.

GOT A QUESTION?

Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

Now listen, if we are to keep the Game Genie bit going we need your codes. And while I'm on the subject, the AR section needs livening up too. If you're a bit of an AR nut or Genie meister then get your codes to me now and in return we will send you your very own ultra stylish *Super Play* writing utensil. Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW

That's not all. Check out the Stop Press on page 77 for a *Wildtrax* tip to get an extra speed boost power-up.

WILDTRAX

(Nintendo)

***SP*22: 94%**

- **A whole new perspective**
- **Best times**

We knew there had to be a cheat like this, and top game-nobbler Graham Duffy of Merseyside has obliged us by doing the groundwork. Three perspectives are normally available to you, but if you hold down L and R when pressing SELECT then you'll be able to call up the same askew overhead perspective as you'll find on the Bonus Track sections. Furthermore, if you try it out on the Bonus Track then you'll get an extreme overhead view, rather like the Radio Control games.

An interesting, but completely unsubstantiated, little story from the man Duffy suggests that Slippy pops up in the game too! He reckons that a *Starfox*-style message from the toady one appeared to him at the bottom of the screen on Night Owl (when the Starwings flew over in formation). It may be that our Graham had been playing for too long, but we'd like to hear from anyone else who has been in 'communion' with alien amphibious anthropomorphic types and can verify his tale.

The competition in the *Super Play* office has been so fierce that we've decided to resurrect our old 'Hot Shots' section, purely for *Stunt Race FX* and *Wildtrax*. Just send us your best times for a favourite course and tell us which version you played on what type of SNES. If it's an outrageously good time then we'll require proof – a polaroid or video, perhaps – before including your score on the table. We're not sure about a prize yet, but we'll work out some kind of reward for the most impressive performance. As a guide, Wil's got Radio Control 1 down to 0'08"59 and a Perfect with 81 seconds left on the clock on Stunt Trax Rock Field. Let's see how hard you are, then...

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

At last the *Metroid* letters have started flooding in. About time too. It's a damn good job that I know absolutely everything about it, eh? (Aren't I modest?)

DEAR ALLAN,

I am stuck in *Secret of Mana* on the snake boss in the Pure Land. Whatever I do I just cannot manage to slay it or find a magic which removes a lot of hit points. Any suggestions?

Tony Goard, Kent.

ALLAN SAYS:

For a start, make sure you have the armour that you can buy from Neko outside the Tree Palace. Like the Great Serpent before it, the Dragon Worm is vulnerable to Sylphid – get the Sprite to cast Thunderbolt spells on it. If you still can't beat it then spend some time building up your levels. Go and sharpen your sword on some Griffin Claws, and cast loads of Sylph spells to build up your magic.

DEAR ALLAN,

I did the cheat you printed in issue 20 to control the bosses in *Tournament Fighters*. However, I still cannot execute the Rat Bomber move for Rat King. Please can you tell me how to do it?

Michael McCulloch, Glasgow.

ALLAN SAYS:

To do the Rat Bomber, stand within throwing range and do a 'Yoga Flame' move press BACK, BACK-DOWN, DOWN,TOWARD-DOWN, TOWARD and then press any punch button.

DEAR ALLAN,

On *Super Metroid* I can't get through a room in the Brinstar section. What you have to do is run through these doors but the floor crumbles behind you and the door shuts before you can reach it. What am I doing wrong?

Mark Payne, Kent.

ALLAN SAYS:

You need to take a trip to Norfair, where you can get hold of the speed booster. This is in the top-right corner of the Norfair map and with it you can break the arrow icons in the walls and floors.

DEAR ALLAN,

I'm stuck on the fourth level of *Flashback*. After getting out of the taxi and shooting the glass I can't get the key from the door just past the first left. Can you help me?

David Gough, Plymouth.

ALLAN SAYS:

Right, let's start from where you smash the glass to get inside. Once you're inside go right and call the lift, and then go right again. Take a running jump to get onto the spotlight and shoot the glass. Now jump across to the top left platform and get the key.

DEAR ALLAN,

How do you get to play Don J on *Super Tennis?* I have completed both world circuits, coming first in both but I can't reach Don J. Please help!

Ben Potter, Southampton.

ALLAN SAYS:

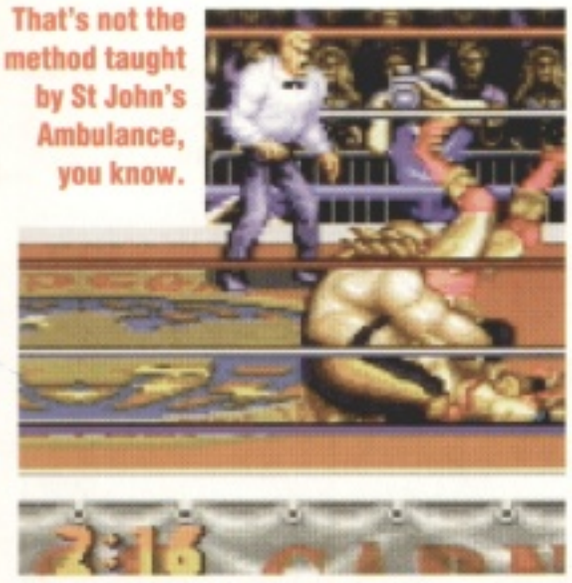
If you want to play Don J you must enter every single tournament and come first, then when you have finished all of the tournaments you'll be whisked away to a secret location where you'll meet Don J.

DEAR ALLAN,

Please can you tell me where the power bombs are in *Super Metroid?* I can't find them anywhere.

Marcus, Tunbridge Wells.

That's not the method taught by St John's Ambulance, you know.



MUSCLE BOMBER

(Capcom) *SP*22: 78%

- **Killer holds**

Final Fight meets *WWF Royal Rumble*, eh? Smart as it is, you can't help worrying when Capcom have to rip off a fighty game from Acclaim. Anyway, if you've been playing for a little while but can't work out how the computer manages to pull those energy-shredding moves then here's a bit of help. Once you've got an opponent in a hold, quickly press RIGHT, DOWN and Y plus B. You should now be able to pull off Haggar's piledriver, Stinger's dive-bomb and the rest. These moves take a big fat chunk off your opponent's energy bar and will often put you in a position to go straight into a successful three second pin-hold against the canvas. Practice these and you'll waltz through the game. Oh yes.

Above left: You can't punch out the ref in this game, alas.
Above right: Stinger's dive scores him a few style points.
Right: Ken actually believes all this stuff, you know.

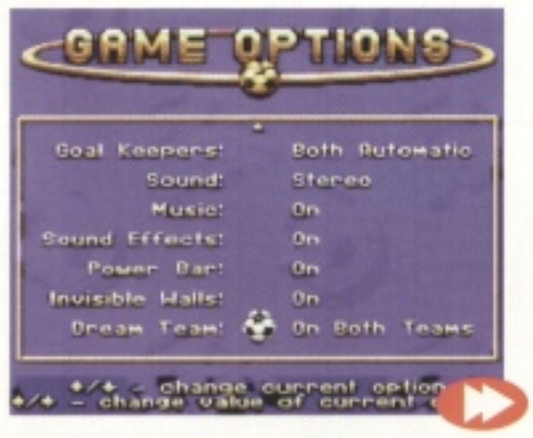
FIFA INTERNATIONAL SOCCER

(Ocean) *SP*20: 89%

- **Dream team**
- **Invisible walls**

A veritable avalanche of letters came in this month with all of your *FIFA* tips but most of them were printed last issue. However Paul Forbes from Uttoxeter managed to rustle up something a little extra in the form of invisible walls and the chance to control the Dream team who are completely ace at everything. To activate the invisible walls thus removing corners and throw-ins at the same time enter: Y,Y,Y, X, A,A,A,B on the options screen. For those of you who are drooling over the Dream team, try entering A,A,B,B,Y,Y,X,X on the options screen.

Damn it, John – Marjorie owns every damn cheat in Uttoxeter. Daaammmn!



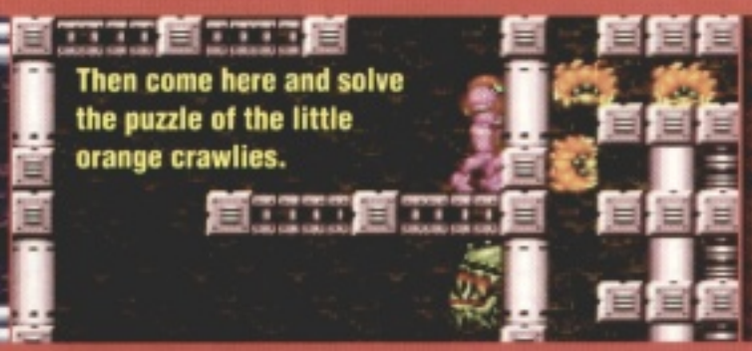
KING OF DRAGONS

(Capcom) *SP*22: 53%

- **Both use the same character**

What is it with Capcom and why do they think that they must shower us with scummy medieval versions of *Final Fight* all of a sudden? Anyway, an anonymous tipster has donated this handy tip so those of you who end up coming to blows with your mates over which bloke you want to play will certainly save some money on band-aids. On the bit where the Capcom logo appears enter the usual Capcom cheat: DOWN,R,UP,L,Y,B,X,A and press START to get the same characters on those oh so exciting two-player games.

It would be great to ride a dragon, wouldn't it? You could park it anywhere and nobody would nick it or stick adverts under the wipers.



ALLAN SAYS:
If you're looking for the power bombs then you had better make sure that you have the hi-jump boots and the ice beam because you'll need them to reach the top of the long vertical passage nearby to the lift to Norfair. At the top you'll need to go right (through the room with the plants and things) and then in the following room, blast the floor away and follow your nose, you can't miss 'em.

DEAR ALLAN,
On *Secret of Mana* I can't get into the tower in Gold City, what is it that I'm doing wrong?
Tim Ball, Herts.
ALLAN SAYS:
Go to Empire Southtown and speak to Mara (she's in the house in the top-left corner of the town) who will give you a key to unlock the tower door.

DEAR ALLAN,
On *Zelda* how do you kill Ganon?
Tim Coulson, Bucks.
ALLAN SAYS:
Well, for a start it's a good idea to have all of your bottles filled with the blue potion so that when either your health or magic gets low you can fill it up again. When I fight Ganon, I use the blue staff and chop him to bits until he uses his darkness technique where I use the fire rod to light the torches so that he becomes vulnerable. When you hit him he temporarily freezes and that is when you should use your silver arrows on him.

DEAR ALLAN
On *Secret of Mana* I can't get into Tasnica, why not?
Colin Emson, Essex.
ALLAN SAYS:
I think you need to slow down. *Mana* is a very linear game, and if you can't get into Tasnica that means you shouldn't be there yet. Sage Joch's loyal disciple Jehk will tell you when to go there.

LOST SOULS
Still no route discovered to the treasure visible below the *Village of Summoned Monsters*, then? Nobody can help with locating Pink in *Final Fantasy II* either, even though it's in the manual. However, if you return the frying pan to Yang's wife after hitting Yang with it in the Sylvan Cave (which is how Rydia obtains the power to call Sylph) then she gives you a Spoon – which looks like a knife, strangely. Perhaps there's a good use for this in finding Pink?

ONE FINAL WORD

Bye! (Well, it would be rude to use two words, wouldn't it?)

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

It's a fun game, but it's not *Wildtrax*. Or *Rock 'n' Roll Racing*. Or even *Mario Kart*. Hence the name *Battle Cars*, see.

BATTLE CARS

(Namco) *SP*19: 73%

- **Control the bosses**

The more cheats that come in for this game the more I like it. After exposing the mystery mode a couple of issues back a new cheat has come in from K Kingston of Bridgewater, Somerset and best of all, you can use it in conjunction with the mystery mode. In case you haven't read the bullet point above, this cheat enables you to race against your own car while you enjoy the turbo charged luxury of some of those nippy boss vehicles. All you have to do is press L,R and UP on the title screen and you will hear a rumble to tell you that the tip has worked.

ACTION REPLAY CODES

What has happened to this bit I don't know but as you can see those sad (and often useless) *SFII* codes are starting to rear their ugly heads. Fend them off now, fun-loving game fans.

APLOK
7E0806A0 – Invincibility.
SF TURBO
7E053480 – Super throws.
GOOF TROOP
7E00B20X – Level select.
VIRTUAL SOCCER
7E025504 – Enables the four-player multitap option.
WWF ROYAL RUMBLE
7E02E5FF – Makes the game faster.
7E06DF03 – Always win grapples.
7E089044 – Can't be knocked off the top turnbuckle.
SUPER MARIO WORLD
7E0DB0XX – Replace XX with a number between 10 and 99 to magnify the background (Is that a sad code or what?)
Right, next month let's see some half decent codes, after all this is your column and you do want an AR section, don't you?

RANMA 1/2 HARD BATTLE

(Ocean) *SP*20: 89%

- **Death moves**
- **Play as the boss**

Could you say that there is any significant difference between this and the other *Ranma* games? Personally I don't think so, but credit where credit's due, it certainly isn't the worst beat-'em-up on the shelves. Now, courtesy of Mark Smith from Liverpool, we can now present the entire list of death moves for each of the twelve characters. Don't forget that you must press the L button and let your character complete their entire little animation so that your energy bar starts to flash.
Be warned, some of them are pretty deadly whilst others are comparatively ineffective.

KODACHI: TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X.

KUNOU: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD DOWN, TOWARD and X.

RANMA (BOY): DOWN, UP and X.

RANMA (GIRL): TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.

MOOSE: TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X.

UKYOU: TOWARD, BACK,TOWARD, TOWARD and X.

SHAMPOO: In air,press TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X.

RYOUGA: DOWN, UP and X.

MARIKO: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.

HINAKO: DOWN, BACK-DOWN, BACK and X.

GENMA: TOWARD, BACK, TOWARD, TOWARD and X.

AKANE: TOWARD, BACK, TOWARD, TOWARD and X.

END BOSS: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.

Now, for those of you who want to put that last death move to good use, here is how you can select the end boss in story mode. Highlight the story mode option and simply hold down L and R and press START and when the character select screen appears you will be able to choose that elusive last bloke who is called Herb, apparently.

Dhalsim's temple is one of the best-looking stages in Guess-Your-Moment-Of-Death-o-Vision.

SFII TURBO

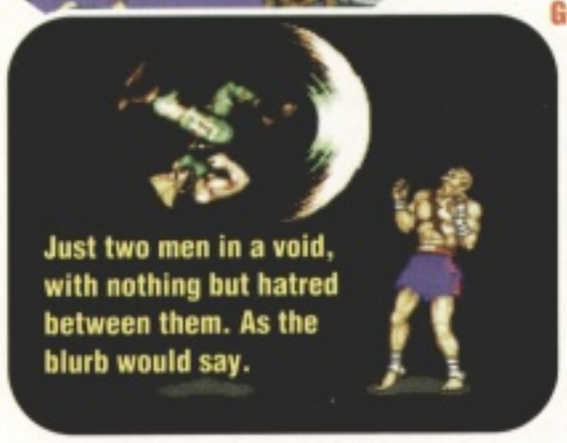
(Capcom) *SP*11: 96%

- **No energy bar AR codes**
- **No backgrounds**

At last, our request for a code to remove the energy bars from the screen has been satisfied by the Action Replay wizardry of Steven White from Warwickshire. What's more, he's discovered a few fascinating tricks you can play with the same basic code. Go to the parameters screen and enter 7E00 BFxx where xx is a variable from 1 to 18. This area of memory enables and disables parts of the screen display, and if you enter xx as 13 (7E00 BF13) then you'll lose the energy bars (or some text, in other bits of the game). Playing without the bars looks good for a bit, and experienced players will find that they have a pretty shrewd idea of energy levels without having to see them. Try it, it's odd.

Enter some other number for xx – for example 10 will make the background disappear entirely. Steven also reminds us of the code 7E05 9C01, which puts the game on Turbo, Turbo, Turbo speed.

Unfortunately, another question occurs to us: can anybody find a similar cheat or code to remove the bars from *Super SFII?* Here we go again...



Just two men in a void, with nothing but hatred between them. As the blurb would say.

TOP THREE MOST WANTED TIPS

Do you have a most-wanted cheat? Just submit a request for this section and we'll run the best three.

1) Super *SFII*. Anything for *Super SFII*. Obviously. If you've found any really good cheats then we want to know them. Quite what they would be is another matter, but there must be something in those 32 megs of fighting frenzy. You know what Capcom programmers are like.

2) Found more than we could whilst playing around with *Wildtrax?* Go on, tell us. We'll be your special friend, honest.

3) We're not giving up on *NBA Jam* just yet, but you've all gone a little quiet on that front. So, instead of repeating our request for a third month, we've got this one from Zy and Wil. Does anybody know how to access a sound test on *Secret of Mana?* Debug Menu, Action Replay codes, anything at all? At the moment they plug the SNES into a stereo, go to the cave next to the Water Palace and just listen. And they had the nerve to call *me* sad.

The Clown is probably the best character, idea – you can't really accuse Data East of ripping off *SFII* in this case.

FIGHTER'S HISTORY

(Data East) *SP*22: 85%

- **Be the bosses**

These cheats are getting to be as compulsory as the high-score table, but there you go. Data East's controversial *Fighter's History* has one, and this is it. On the title screen press RIGHT, RIGHT, UP, UP, L, R and go into the game proper. You should now see Clown and Karnov's faces included as selectable characters. To make sure you don't get smacked when using them, Zy's worked out the moves for both bosses.

CLOWN

Handstand: charge down-back, press up and strong punch.
Custard pie: charge down-back, press towards and punch.
Human cannonball: charge back, press towards and kick.
Cannonball arc: charge back-down, press up-towards and kick.

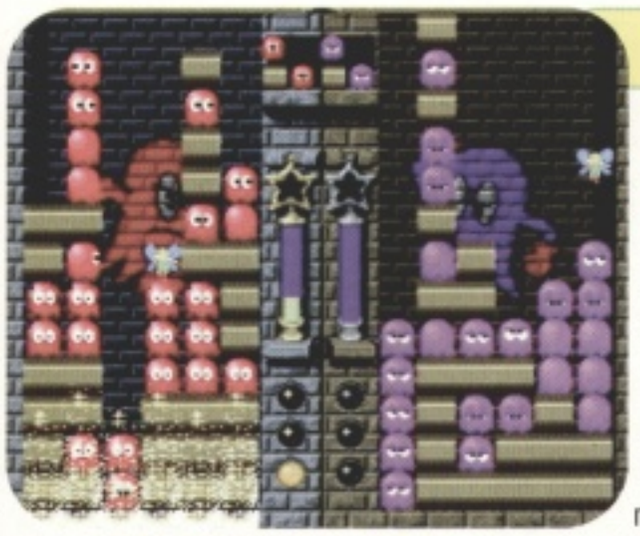
KARNOV

Bouncing fireball: down, down-towards, towards and punch.
Fire breath: towards, towards and punch.
Dervish kick: charge back, push towards and kick.
Balloon: whilst jumping press towards, down-towards, down, down-back, back, up-back (that's 225°, note) and kick.

Nevertheless, Capcom will be trying to claim damages from Data East in a court case taking place in America this October.

Over'ead kick! Matlok does a good Dick Van Dyke.

PAC-ATTACK



Ever seen *Cosmo Gang – the Puzzle?* Come to think of it, have you ever seen a fairy? Sir Arthur Conan Doyle believed in them, and look what happened to him.

(Namco) *SP*21: 69%

- **Level codes**
- **Level skip**

Stefan Walters has obviously been *Pac*-attacking his little cotton socks off as he has managed to find all of the level codes and a level skip feature. After you lose a game in puzzle mode you can go forward or back a level by pressing the L and R buttons. And neatly listed here below are all of the level codes too. Stefan Walters eh, what a guy!

1 STR	21 KTY	41 CNK	61 MNS	81 JWK
2 HNM	22 TYK	42 FRB	62 SWD	82 GSN
3 KST	23 SMM	43 MLR	63 LDM	83 MMT
4 TRT	24 NFL	44 FRP	64 YST	84 DNK
5 MYX	25 SRT	45 SDB	65 QTM	85 HPN
6 KHL	26 KKT	46 BQJ	66 BRP	86 DCR
7 RTS	27 MDD	47 VSM	67 MRS	87 BNS
8 SKB	28 CWD	48 RDY	68 PPY	88 SDC
9 HNT	29 DRC	49 XPL	69 SWT	89 MRH
10 SRY	30 WHT	50 WLC	70 WTM	90 BTF
11 YSK	31 FLT	51 TMF	71 FST	91 NSM
12 RCF	32 SKM	52 QNS	72 SLW	92 QYZ
13 HSM	33 QTN	53 GWR	73 XWF	93 KTT
14 PWW	34 SMN	54 PLT	74 RGJ	94 FGS
15 MTN	35 TGR	55 KRW	75 SNC	95 RRC
16 TKY	36 WKR	56 HRC	76 BKP	96 YLW
17 RGH	37 YYP	57 RPN	77 CRN	97 PNN
18 TNS	38 SLS	58 CNT	78 XNT	98 SPR
19 YKM	39 THD	59 BTT	79 RNT	99 CHB
20 MWS	40 RMN	60 TMP	80 BSK	100 LST

The 101 code is JFK, oddly, and takes you to straight to the end of the game.

STOP PRESS

We said *Wildtrax* was full of surprises, and we're pleased to announce that Julian Roche of Altrincham has put his finger on one of them. First, select Speed Trax and the Night Cruise course (you'll need to reached Expert Level to do this one). As you drive round, hit the the first three *Starfox* advertising hoardings with your vehicle so that they fall to the ground. Now, as you drive onto the straight before the first tunnel, an Arwing craft will fly in and drop an extra turbo boost polygon. This trick should work on every lap, too. Cheers, Julian – although I'm afraid your Radio Control and Stunt Trax times aren't nearly good enough to beat ours...

WHAT'S WRONG?

Can't afford a stamp? Well in that case try learning telepathy and you can tell me your tips in person. However, those of you who can get hold of a stamp should send your stuff to me at this address:

MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

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- SNES games for sale: *Zelda* (US) £18, *Super Mario World* (UK) £10, *Ranma 2* (Jap) £20, *Pugsley S Hunt* (UK) £18, Universal Adaptor £5. Tel: (081) 657 4366 (SE).
- *Super NBA Basketball* (US) £26, *Zombies* (UK) £28, *Zelda* (UK) £20, *Prince of Persia* (US) £20, *Mario Kart* (UK) £20, *Virtual Soccer* (UK) £29. I will consider some swaps. All in good condition. Tel: (081) 427 8015 after 5pm.
- All £25. *SFII* Turbo (US), *Bart's Nightmare* (US), *Exhaust heat* (UK), *Kick Off* (UK), *Faceball* (US), *Krusty's Funhouse* (US), *Smash TV* (US), *Top Gear* (US), *Turtles TV* (Jap). Tel: Gary (0582) 873565.
- *Street Fighter II Turbo* (US), mint condition, boxed with instructions £40. *Contra III* (US), boxed with instructions £25. Both for £60. May consider swaps (no Jap games). Tel: Tom on Sheffield (0742) 305130 after 4pm.
- SNES games for sale (or swap) including *Aladdin, Alien 3, Striker, Lemmings, Super Soccer*. I would like a Multitap, *FIFA Soccer, Top Gear 2, NBA Jam, Equinox, Secret Mana, Rock 'n' Roll Racing*, golf games. Tel: (0262) 671434.
- Bargains, bargins, bargins! *Probotector* (UK), *Pop 'n' Twinbee* (UK), *Zelda III* (US), *Cybernator* (US), *Actraiser* (UK), *Mickey's M Quest* (UK), all £20. Also Action Replay £20 and SNES Pro-pad, all boxed. Tel: Adam (0376) 340588.
- UK Super NES games for sale. *Alien 3* (£25), *Super NBA Basketball* (£25) or both for £40. Hardly used, both games in mint condition. Tel: (0799) 540106.
- *Mega Man X* US £40 ono, *Zelda 3* £28, *Zombies* £25, *Street Fighter II* £15, *Starfox* £25, *Robocop 3* £5. All US except *Zombies*. Tel: (031) 551 2053.
- *Super Metroid* (US) – £30, *Young Merlin* – £25, *Final Fantasy – Mystic Quest* (US) – £15. Tel: (0379) 740367.
- SNES games: *Equinox* (UK) £30, *Shadowrun* (UK) £30, *Zelda III* (UK) £25, *Final Fantasy II* (US) £30. Tel: (0442) 69378.
- For sale: *Super Mario All Stars* £25, *Cool Spot* £30, Mortal Kombat £30, *Street Fighter II Turbo* £32, all UK, all good condition. Tel: Ben (0533) 432134, 4-6pm weekdays.
- SNES games for sale: *Desert Strike* £20, *Lost Vikings* £20, *Jimmy Connors* £20, *Zelda* £20. All UK games. Tel: Sean (0494) 873673.
- For sale: *SFII Turbo* (US) £35, *Final Fight* (Jap) £20, Game Genie (UK) £25, Action Replay £30. Tel: (0642) 781901 after 4pm.
- Gameboy cartridge, 55 games on one. Ideal for Super Gameboy adaptor. *Mario, Turtles, Yoshi, Mickey Mouse, Space Invaders* etc. £75 ono. Tel: (0527) 525586.
- For sale: *Zelda* (US), *SFII* (US), *Bulls vs Blazers* (UK). All boxed with instructions. £24. Tel: Dan (0277) 840796 after 5pm.
- *Starwing* (UK version) for sale (£28) or swap for *FIFA Soccer* or *Rock 'n' Roll Racing*. Tel: Henry (021) 454 4709 after 5pm.
- UK SNES games: *Aladdin* £25, *Mario All Stars* £25, *SFII Turbo* £35. Tel: (0302) 531173.
- Oi You! Super NES games: *Jurassic Park, MK, Pebble Beach, Tiny Toons* (USA), *Kevin Keegan*, all £25. *Addams I* and *II, Starwing, Zelda*, all £20. Convertor £10 (£5 with game). Tel: Gareth (051) 426 1731.
- *Bomberman* £30 (UK). Also *Super Mario All Stars* £40 (UK). Tel: Jamie (0274) 682014.
- SNES games for sale. *Sensible Soccer, Rock 'n' Roll Racing, F1 Exhaust Heat 2, Cybernator* and lots more. Tel: Edd (0222) 618365.
- SNES games for sale. *Street Fighter 2 Turbo* (US) £30, *Mario All Stars* (UK) £30. All in perfect condition with box and instructions. Also various adaptors. Tel: Danny (081) 669 2545.
- All US SNES games: *Actraiser 2* £35, *Batman Returns* £35, *Street Fighter II Turbo* £40, *Super Metroid* £50. Phone on Thursday and Friday between 4.30–5.00pm only. Tel: (0202) 745961.
- *Striker, Cybernator, Alien 3*, (UK) £25 each. Nine others including *Another World* £20. Also *Metroid* for NES £20. Tel: David (0895) 813422.
- For sale: *Lethal Enforcers* (UK) boxed with manual and one gun £55. *Powermonger* (UK) £25. *Alien 3* (UK) £30. *Madden '93* (UK) £20. Tel: (0222) 795049.
- UK SNES games for sale: *Mickey Mouse, Aladdin, Super Aleste, Rainbow Bell Adventure, Tiny Toons*. Tel: (0491) 572224.
- Super NES games for sale: *Mario World* £20, *Adventure Island* £30, *Kick Off* £30, *Krusty's Fun House* £40 (US) with convertor. Please Tel: (0257) 423252.
- SNES *SoulBlazer* (US) £30, *7th Saga* (US) £30, *Xandras Big Adv* (Jap) £20, *Zelda* (UK) tatty box hence £15, *Pilotwings* (UK) £12, *Castlevania* (UK) tatty box £12. All ono. All sent Recorded Delivery. Tel: (0702) 344422 after 6pm.
- Super NES games for sale: *Flashback* (UK) £20, *Vegas Stakes* (UK) £20, *Cybonator* (UK) £20, *Pilotwings* (UK) £15, *F1 Exhaust Heat* (Jap) £15, *NBA Allstar Challenge* (USA) £15, *PGA Tour Golf* (USA) £15, or swap one for either *Mortal Kombat, Rock 'n' Roll Racing* or *Mech Warrior*. All boxed, complete with instructions. Tel: (081) 777 5105 after 4pm.
- *Street Fighter II Turbo* (US) £25, *SFII* (US) £18, *Batman Returns* (US) £20, *Axelay* (Jap) £18, *Gradius 3* (Jap) £18, *Pilotwings* (US) £18, *Starfox* (US) £20, *F Zero* (UK) £18, *Castlevania* (UK) £18, *Mario Dart* (Jap) £20, *Topfighter Stick* £29. Tel: (0246) 276073.

● SNES games: (UK) *Alien 3, S Aleste, UN Squadron, Striker, Mario Kart*. Also US games: *F-Zero, Cybernator, Battletoads, Star Wars, Zelda 3*. £20 each, no less. All as new. Tel: (0920) 461408 after 4.30pm.
● For sale UK SNES games: *Bomberman* and *Sensi Soccer*. Both top quality and I mean TOP quality. £25 or £30 both with box and manual. Tel: (0358) 721414.
● *Tiny Toons* (US) £30, *Bulls vs Blazers* (US) £30, *UN Squadron* (UK) £25, *Xandra's Adventure* (Jap) £25 and *Super Goal* (US) £25. Will swap one for *Sensi Soccer*. Tel: (05242) 41923.
● Two great games for sale: *Mortal Kombat* £30 and *Striker* £25. If you want to buy both together – £50. Tel: (081) 447 1525.
● I have *Street Fighter II Turbo* £40, *NBA Jam* £40, *Jimmy Connors' Tennis* £25, NHL '94 £35, *Sensible Soccer* £30, all UK, or might swap especially *Ninja Warriors* or *J-League Excite Soccer*. Tel: (0395) 578087.
● *Striker, Cool Spot, Addams Family* n/box and *Super Mario All Stars*, £20 each ono. Tel: Jim (0227) 793570.
● *Jurassic Park* game for SNES, boxed with instructions. Sell for £25. Tel: (0484) 861604.
● *Mystical Ninja, Bomberman*, £30. *Sensible Soccer, Aladdin*, £35. Many more. For details Tel: Craig (0956) 399624.
● *Actraiser, Turtles IV, Super Aleste*, PAL versions, £22 each. *Super R-Type*, Jap version, £24. All with boxes and instructions. Tel: (0584) 73606.
● *UN Squadron* (UK) £25, *Prince of Persia* (US) £25, *Mickey Mouse* (US) £25. If you buy any two I will give you my Action Replay free! All are in mint condition. Contact: Paul Connor, 174 Bolton Road, Walkden, Manchester M28 5BN.
● *Zombies* (UK), *SFII Turbo* (UK), *Mystical Ninja* (US), *Star Wars* (Jap), *Batman Returns* (Jap) £25 each, *Starwing* (UK), *Contra 3* (Jap), *Turtles IV* (US) £20 each and many more. Kent area – buyer collects. Tel: Mark (0843) 864652.
● SNES games for sale: *Starwing* (UK), *SFII Turbo* (UK) and *Jimmy Connors' Tennis* (UK), £30 each. Buyer must collect. All boxed with instructions. Tel: (081) 969 6619.
● Selling Japanese *Super Street Fighter II*, unwanted gift, £60 ono. Tel: Daniel Levi (071) 582 9391 after 6pm.
● For sale: *Lemmings, SFII, Pool*. £20 each. All three for £45. Tel: Adam (081) 995 8529.

WANTED

● Chinese Jackie Chan films wanted in exchange for mine. I have *Crime Story, City Hunter* and more. Tel: (0234) 841858.
● Wanted: *Axelay* (UK), will pay £15. Also wanted: Universal Adaptor. Tel: (0227) 462600 after 4pm.
● Desperately wanted: *Mystical Ninja 1* and *2, Secret of Mana, Septentrion, 2020 Baseball, NBA Jam*. Good price paid. Tel: (0203) 715435 after 6pm only.
● SNES and Game Boy games to swap, sell or purchase. Prices start from £10. Tel: (0323) 833022 only on Sun/Mon evens after 6.30pm.
● Wanted: *Empire Strikes Back* for the NES, not SNES. Will pay £20 – £30. Tel: (0865) 247506.
● SNES games wanted, especially: *Secret of Mana, FIFA Soccer, Top Gear 2, NBA Jam, Equinox*, Multitap. Also games for sale or swap. Tel: (0262) 671434 now!
● Wanted: *Street Fighter II*, not Turbo, box with inner white box. If in good condition will pay £5. Tel: (0865) 247506.
● Wanted: *Clay Fighter, Sunset Riders, Ranma, Sensible Soccer, Fatal Fury 2, Pop 'n' Twinbee 2*, major title golf, *Rock 'n' Roll Racing, Mario Kart* and others. Swap for any of my games. Tel: James (0924) 848007.
● *Super Play* mags, issues 1–7 inclusive. Must be in A1 condition. Swap for *Mario All Stars* (unboxed) or *Bubsy* or pay up to £15 for mags. Tel: Chris (0203) 342304.
● Hi, my name is Simon and I am looking for a pen friend, aged 15–8, female or male. Must like *SFII*. Please send photo to Simon Allan, 144 Laithe Street, Burnley, Lancs BB11 2LH.
● Penpals wanted worldwide! Age 21plus, male/female.
● If you're into Anime, music or lasagne (yum!) or even if you're not, write to me anyway. All letters will get a reply. Write to: Jose, 1 Springfield Terrace, Nelson, Mid Glamorgan CF46 6NN.
● Want issues 1 and 3 of *Anime UK*. Will buy or swap for lots of old computer mags (NMS etc). Tel: Kev (0923) 245275, 6-8pm only.
● Wanted! *Dragon Ball Z* videos, wanted to buy or swap for others or Jackie Chan/Anime videos. Tel: James (0803) 858374 all day.
● SNES games (preferably UK carts), must include box and instructions. Also possible swaps. Tel: (0323) 833022 only on a Sunday or Monday, after 6.30pm.
● SNES games: *Super Tetris 2* and *Bombliss* and *Tetris Battle Gaiden*. Must be in good condition. Tel: (0533) 402259.
● I will pay £20 to the first person who will sell me *Super Tetris* (Jap) as long as it is in good condition. Tel: (0942) 515598.
● *Final Fantasy II*, with instructions, to borrow or buy. Tel: (081) 527 7365.
● I need *Pocky and Rocky* (Kikikaikai). I will swap *Bomber Man, Faceball 2000, Smash TV, Mario All Stars*. Phone to see if I have what you want. Tel: Paul (0908) 502371.
● Wanted desperately: *Sim City* (UK). I have top games to swap and will throw in *SFII* CD and Kim Basinger pin-up!! Ask for Link. Tel: (0572) 724019.
● Super Nintendo games wanted. UK games only. Will buy or swap some. Tel: (0527) 832230.
● Supergrafx games wanted, will pay: *1941* – £15, *Aldynes* – £14, *Battle Ace* – £10, *Grand Sword* – £14, *Darius Plus* – £10. Will pay less or more, depends on the condition. Tel: Tony (0702) 469518 after 6pm, apart from Fri-Sat.
● *Sunset Riders, Mortal Kombat, Sim City, Pilotwings, Zelda, Cybernator, Zombies*. US version preferred. Also desperately wanted, a box for *Axelay*. To arrange a price, please tel: Paul (0789) 488205.
● Wanted: *Super Play* mags 1 and 2. Will pay £8 each. Tel: Marlon (0865) 247506.

MESSAGES AND EVENTS

● *Mean Machines* issues 6, 7, 9-13, 16-18, 20. £2 each or all for £15. NMS issues 1, 3, 4, 6, 11, 12, 16-20. £2 each or all for £15. Tel: (0372) 279546.
● *Super Play*, issues 1-14 for sale, all in good condition, £25 the lot, or will separate. Tel: (0922) 23329 after 4pm.
● Magazines for sale: *Total!*, issues 1-3, 5 and 6, 8-14, 26-28. *Super Play*, issues 4, 5, 11, 14, 17-20. 1-5 £4, all others £1. Good condition. Tel: Adam (021) 707 1264.
● £5 – that's how much it costs to buy 73 Nintendo mags including 12 x *NMS*, 12 x *Super Play* and 11 x *Super Action*. Tel: (0206) 212756.
● SNES mags including *NMS, Total!, SNES Force, Super Pro*, 34 in all. Worth over £100, accept £50 or swap for Game Boy with games or three Super NES games. No offers/timewasters. Tel: Chris (0203) 342304.
● Mags for sale: *NMS* 1-13, *Control* 2, 6 and 7, *Megatech* 11, 13 and15, loads of others. Will swap for Anime UK 1 and 3. Tel: Kev (0923) 245275, 6-8pm only.
● Mags for sale: *Super Play* 1-20, £2 each. *Edge* issues 1-10, £4 each. Tel: John (0542) 831213.
● SNES game music on tape for sale, all latest releases. Also US SNES and equipment for sale. Tel: Ben (0484) 519733 for details.
● Anime GIFs and JPGs on PC or Amiga disks. Over 100 Mbits available. Tel: (041) 956 6602 anytime for details.
● Jap Anime for swap or sale, massive collection. Tel: Mark (0604) 881805 for details.
● Sorry I had to leave school Sonia and I do hope you aren't mad at me. Anyway we will be seeing each other out of school as mates, won't we? Your mate – Suhail. (Do you love me?)
● The *Edge* magazine for sale, issues 1-7 inclusive, £15 complete, won't sell separately. Tel: (0628) 20158.
● Yo! To all the Japanese Anime fans: C'mon fax me and say what you like. Tel/Fax: Barcelona, Spain (343) 7961787. Jose.
● 150 hours of Anime for sale and swap (such as, *DBZ, Ranma, KOR, Lum*). Also six SNES games for sale, all £30 each. Tel: Jan-Fei (0734) 586030.
● *Mean Machine* Sega issues 1-11, *Mega Tech* 9-20 and loads more, about 50 in all. £40 for all or swap for a good Super NES game. Tel: Elliot (0223) 355068.
● Sell: *Bubble Gum Crisis No 1*, £15. *Riding Bean*, £15. Both in excellent condition. *Final Fantasy V* CD (Double), £30. Tel: (081) 948 5480.
● Veteran gamer, 27, (SNES and PC) seeks other mature gamers, any format, London area, as pen pals/opponents. Tel: David (0883) 713598.
● Big sale! 1) *Megaman X* + *Mana* + adaptor – it works perfectly, £100. 2) Five more games for sale. 3) *Super Play* 1-21 (+22-25 when I get them), £40. Tel: (0372) 452623 now!
● For sale: all 24 issues of *Mean Machines*. Issue 1 £10, all others £2.50 plus £1.75 p&p. *Best of Mean Machines* £3. Tel: (091) 417 2798.
● *Super Play* mags for sale 1-20. Will not split. £30 ono, plus postage. Tel: (0272) 791521.
● Mags for sale: *Mega* issues 1 and 5, £10 each. *Mega Tech* 4-16, £1.50 each. *Mean Machines* issues 19-21, £1 each. All in good condition. Tel: Robert (0245) 251000.
● Enjoy the holidays! Arnie, Widey, DJPJ, Sticks, Wei and Butchy. All at Bungay – Ben x.
● *Super Play* 1-18 for sale, £30 ono. Buyer must collect. £24 saving on back issues! Tel: Edd (0222) 618365.
● *Ranma 1/2* comics (Chinese) for sale. Books 1-10 and 11-20 in separate gift boxes. All in very good condition. Ring me for more details. Tel: Wincey on (081) 367 6606 (Mon-Thur) or on (081) 361 4357 (Fri-Sun).
● Issues 1-20 inclusive of *Super Play* for sale, £30 the lot. Tel: (0795) 478780.
● Has anyone out there got the *Red Dwarf Tongue-Tied* single by Danny John-Jules (Cat) on vinyl, CD or tape? If so, please call me. Also, if anyone's got any *Red Dwarf* memorabilia at all they don't want, from videos to signed books, give me a ring. Tel: Sadat (081) 200 1845 after 5pm. (Pref London area.)
● *Super Play* issues 1-14 plus *Super Play GOLD* magazine. All in good condition. £20 No offers. Tel: Andy (0702) 712227.
● Issue 3 of *Super Play* for sale. I will sell for £5. Also issues 10, 8, 9, 17, 19 for £2. All in very good condition. Tel: (021) 704 9157.
● I have all issues 1-21 of *Super Play* for sale, no splits, £45. Also issues 1-6 of *NMS*, £15. Buyer must collect. Tel: Andrew (061) 681 4666 after 4pm only.
● First issue mags for sale, £5 each: *Super Play, Mean Machines, NMS, Go!, Total, N-Force, Control, Super Pro, Zzap!64* and *Crash*. Also lots of early issues. Tel: (0532) 503291.

SWAPS

● Swap my *Mortal Kombat* (UK) or *Desert Strike* (UK) for your Sim City (UK). Tel: (0685) 874707.
● I will swap my UK SNES with three good games for UK Mega Drive with three good games. Tel: Neil (0742) 758942.
● I have *Mortal Kombat, Zombies, Mario Kart, Championship Pool* and others. Swap for *Street Fighter II Turbo, Shadowrun, Super Bomberman* and Multitap or other good games, or sell from £20.Swap my *Tazmania* for any one-on-one beat-'em-up that has scored over 60% in *Super Play*. Except *Street Fighter II* or *Mortal Kombat*. Tel: (051) 480 1436.
● Swap my Mega Drive for six SNES games. Jap SNES games preferred. Mega Drive takes English, US and Jap carts. Mega Drive has four games (*Sonic 1* and *2, Shadow Dancer* and *Ex-Mutants*) or sell for £175 ono. Tel: Matt (0538) 702855.
● *Starfox, Mortal Kombat, Sensible Soccer, Super Empire* plus more for swap or sale. I want *NBA Jam, Tournament Fighters*, any considered. Call Chris on (0462) 679649.
● I wish to swap my *Super Star Wars, Alien 3, Zelda 3* for *Desert Strike, Starwing, Shadowrun* or *Plok*. All carts are UK. Tel: (0382) 455202 after 5pm only.
● UK SNES, excellent condition, two games (US *SFII* plus Convertor and *SMW* for US SNES or Jap SNES). Must have games and two pads. Mine has two pads. Must collect. Tel: (0734) 875308.
● I will swap my *Starwing, Ranma 1/2, Sim City, Mario Kart* or *Shadowrun* for *Batman Returns, Dragon Ball Z, Cybernator, Pilotwings* or any good Manga videos (NO *Mario Worlds*). Tel: Alex (0932) 821602 before 4pm.
● I will swap my *Lost Vikings* (UK), *Super Air Diver* (Jap) for your *Pilotwings* and *Turtle Turn Fighter*. Any other good swaps will be considered. Tel: (081) 523 5485.
● Will swap *Pop 'n' Twinbee, Batman Returns, Cybernator* and *Rock 'n' Roll Racing* for *Goemon I* or *II, Super Metroid, Secret of Man* or any other decent games. Tel: (0278) 782581.
● Hello! I'll swap my Atari ST with 30 games and Lynx with five games for your CDi with around 10 games and FMV video adaptor (or sell ST for £180 ono, Lynx for £140 ono). Tel: (0779) 479813 between 4 and 6pm.
● Swap Super Nintendo, five games and two joypads for Neo Geo and games, CDi or 3DO also with games and joystick, or a Mega Drive. Tel: (0422) 366218.
● Swap boxed Neo Geo with four games plus two controllers. I want an Amiga 1200 with 30 games or SNES with 20 games. Tel: (081) 368 7486.
● SNES swaps. *Super Probotector, Aladdin, Mortal Kombat, Starwing, Flashback, Street Fighter II Turbo* and *Nigel Mansell World Racing*. Tel: Elliot (0925) 445816.
● I have *Zelda III, SFII, UN Squadron, Turtles 4, Mario All Stars* and *Starwing* to swap for *Alien 3, F-Zero*, or any other good game (I will also sell). Tel: (041) 773 3476.
● 16-bit Mega Drive, two controllers, adaptor and eight games to swap with Super Nintendo for the same amount of games, or less, if they are good ones. Tel: (0455) 233414.
● US SNES with games wanted. Will swap for UK SNES and games. May do a deal. N. Ireland area preferred. Tel: Rory (0648) 42033.
● Will swap two of the following: *Street Fighter II Turbo, Alien 3, Starwing*, all UK, for PAL *Bomberman* and Multitap. You must send games first. Tel: (081) 651 0549.
● Swap my *Super Tennis* (UK) for your *Cybernator* (UK). Tel: Bob (0453) 547935.
● *Contra III* (US) for your Multitap, *Starfox* (US), *Super Tennis, Final Fight 2* or Action Replay 2, will sell for £25. Tel: Tom on Sheffield (0742) 305130.
● Swap *Super Star Wars, Zelda 3, Mario All Stars, Addams Family 2* (all UK) for *Pilot Wings, Rock 'n' Roll Racing* or Multitap with two controllers, or sell for £20 each.
● Swap Action Replay and *Mortal Kombat* (UK SNES) for Game Gear and *Mortal Kombat*. Tel: James (0274) 371783 anytime.
● I will swap my *Bart's Nightmare, Fatal Fury* or *Street Fighter II* for your Top Gear. Also 17 top SNES games for sale, five Game Boy games, three Game Gear games and two Master System games. Tel: (0707) 322418.
● Swap *Street Fighter II Turbo* or *Super Mario Kart*, both US boxed with instructions. I want *Secret of Mana* (US). Tel: (081) 368 7486.
● I'll swap *SFII Turbo, Zelda III, Addams Family II, Super Kick Off* or Pitfighter (all UK) for any good UK SNES. Tel: Phil (0325) 357154.
● Swap my *Bubsy* or *Super R-Type* for any decent game such as *Pilotwing* or *Super Soccer*. Tel: Jason (081) 838 1167 after 6pm.
● Swap my *Jurassic Park, King of Monsters, Battlemaniacs, Dead Dance for Fatal Fury 1* or *2, Clayfighters, Flashback* or *Zombies* or any other good games. Tel: (0292) 551062.
● I would like to swap *Mario All Stars* for *F-Zero* and please, if you can, can I have the instructions. Tel: (0634) 669030.
● Swap my *Jurassic Park* or *Flashback* for *Star Wars, Starfox, Street Fighter II Turbo, Cool Spot* or sell for £25 each. Both games UK and boxed. Tel: Tim (0844) 352674.

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EXCITABLE VIEWPOINT

PLAY BACK

'We met when we were at school.' So sang the Clash in the '70s. Well we're not at school now. No, we're delving into letters which concern themselves with such diverse topics as *Super Metroid*, Nintendo's future, anime misconceptions and April fools.

'I SAW A MONSTER'

I've noticed so many times that the Japanese use a wide range of English words in their games, but they're inexplicably translated into Japanese ideograms. For example, in an RPG I saw a monster and there was an ideogram under it which I read as a bee. The monster was, in fact, a bee. So if the Japanese don't know English, they can't understand the word bee. There's no difference if it's in letters or ideograms, but the Japanese must be able to read English if that's the language they put their text in. Why?

Daniele Balestruiera,
Italy.

What? Whaat?

'ON A BUS'

A couple of weeks ago I was on my bus home from school and there were two 15 year old boys sitting behind me. In my bag I had an Akira novel (number two, if you're interested) which I had purchased not 15 minutes earlier. I pulled it out, anxious for a read, and one of the boys behind me asked if it was Akira. I said yes and passed no other thought (*? Ed*), but then he said (and I quote), 'Have you seen all that stuff?', (Stuff being anime and manga). 'It's so damn violent.'

Well well. I can't believe that some people have that kind of cynical view. There is much more to anime and manga than gore and tentacles. Some people are extremely uneducated about my favourite pastime, and I think this is a shame. They don't know what they're missing out on. With such fun stories as Porco Rosso, Kiki's Delivery Service, My Neighbour Totoro and so on, there is so much to be enjoyed by so many. I bet if I showed that boy KO Century Beast Warriors I'd dare say that he would change his opinion!

Thank you for letting me air my views.

Andrew Waller,
Bristol.

PS Ask Helen McCarthy if she'll marry me!

It's good to know that you're a fan, Andrew, but you've got to realise that anime is still a cult thing, and like most cults, it's misunderstood by the mainstream.

Many people know about Akira (which *is* rather violent) and nothing else, so they're bound to form their opinions on what they've experienced. You say that people like that are uneducated. Fine. Educate them. If they're not interested, don't worry. You can't convert everyone to be anime fans, so don't take it personally.

Incidentally, the problem we hear most about anime is that people can't keep up with the fast-moving and often convoluted plots, rather than the violence.

Oh, and Helen must politely decline the marriage offer. If you go to school, then apparently you're too young to get hitched. Sorry.

'GAMES WITHOUT RYU OR BLANKA'

I don't want to slag off Capcom or anything, but they have been producing crap games for the past few months. I was a great fan of Capcom (maybe only because of *SFII*) but now I seem to have suddenly changed to liking Konami. I think Capcom's problem is that they see to be releasing very old titles (*King of Dragons*, *Knights of the Round*) which are no match for games nowadays. Maybe if they'd released them a few years earlier they could have been quite good. Now I hear that they're releasing *Super SFII* and I'm wondering if they will ruin that.

In fact I'm starting to get more interested in other beat-'em-ups like *Samurai Shodown* and *Fatal Fury Special* and so on. I'm wondering if Capcom can produce any decent games without Ryu or Blanka in them.

Thank you for listening.

Kay Kay Tang,
Watford, Herts.

There's a lot of concern about Capcom. They've certainly fallen from their previous god-like status in the eyes of the game-buying public. *Super Street Fighter II* hasn't exactly raised them back up to that position, either.

So what are they doing about it? Well, Erin Shiba, Capcom's PR Manager in the United States has stated on more than one occasion that the company is dedicated to producing the best games it can. No surprises there. However, rumours have circulated in the USA that SNK have poached a number of Capcom programmers. If it's true, this might explain why the company's output might have been slightly more dodgy recently.

'UNCARING SOFTWARE GEEZER'

I've had a SNES since they first came out, and I reckon I know about loads of different game styles. In fact, I'm always having good ideas for games. These are original, and I often wonder whether I should send them in to software companies or Nintendo.

The problem is, I do not want to spend hours drawing maps and stuff only for it all to be binned by some uncaring software geezer. Is it worth actually sending in ideas or is it a waste of time?

Incidentally, I can program a bit, but my ideas are always rough

ENVELOPE ART!

Whenever you send in some envelope art, we give it to Wil. He judges them, then uses a special pen to write down the name and address of the winner. It's quite moving. So send your art to Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

Above: Van Dung Nguyen from London sent in this marvellously moody pic.
Left: Notice the pronounced shading and light-sourcing inherent in this picture. Rather beautiful, wouldn't you say?

Below: David Shaw from Bedford has got together a crowd of recognisable folk from a load of SNES games.

Left & below: M Makino from London, his *Final Fantasy*-type neat line-work earns him first place in our little competition. And rightly so.

WINNER!

plot/game outlines and don't contain any code or anything. Please let me know.

Phil King,
Poole, Dorset.

Most software houses do look at ideas which are sent to them. In certain cases, people have sent in ideas which have eventually been made into games. We can't think of any off-hand, though. Most of the software companies we speak to say that they get a lot of game-plans and ideas through the post and that most are, quite frankly, not worth making into a game. In fact, most aren't worth making into a paper plane and flying out of the window. But the companies don't seem to mind, and if they get the perfect game sent in by a member of the public, they'll be ecstatic.

If you're pleased with a game design, colour photocopy it and send the copy in to your favourite software house. Can't do any harm, can it?

THE SUPER PLAY INTERESTING-O-METER

Terrific topics and pedantic points ahoy!

HOT

- The *Super Street Fighter II* film
- Who should *really* play Cammy
- Should 'highlights' be scrapped?

NOT

- Old classic games rehashed
- People called James
- Blood in anything

'GOING AT IT HAMMER & TONGS'

I would like to hear your opinion on a subject that is of great concern to me. Over the last few weeks I have been thinking long and hard about the future of Nintendo. I feel their actions are cutting their own throats. The subject of most concern is the release dates of games in different parts of the world.

It seems to me that third-party publishers like , Capcom and Konami, seem to convert their games a whole lot quicker than Nintendo themselves. For example, I know quite a few people (besides myself) that are eagerly awaiting the British release of *Secret of Mana*. This, as you know, is being handled by Nintendo themselves. I think this is a big mistake. Nintendo seem to be bogged down by the hoard of FX2 games and Project Reality (*Ultra 64 – Ed*) that they seem to be forgetting they do actually have other things to do.

It's quite ironic how Nintendo moan and gripe about import sales ruining their worldwide trade. What do they expect when they take so long to convert such classics as *Secret of Mana?* If Square Soft were left to convert *Mana* themselves I believe that it would have been officially released weeks, even months ago.

You may say that Nintendo are going at it hammer and tongs to release games like *Wild Trax, Vortex, Starfox 2* and *Super Metroid*, but I can't help thinking that Nintendo are besotted by the future and are forgetting now. How can they expect the future to work if they forget about the present public needs? Let's face it, it's the public that matter in this business.

If Nintendo don't do something soon, their new

32-bit console and Project Reality (*Ultra 64 – Ed*) will die due to everyone getting fed up with waiting and buying the already available 'next wave' of machines.

Thanks for listening.

Daniel Boucher,
Witham, Essex.

Nintendo are always going to be forward-looking. They'll always be pushing the next generation of games. The Chicago CES showed that they are aware of the current market as well, though. While it's true that *Mana* could have been released earlier, don't blame Nintendo for making sure it's absolutely right. Good games are worth waiting that bit longer for.

Whenever a company, be it Nintendo, Sega, Sony, Philips or whoever, announces a new machine early (as they all have done), everybody waits until it is released rather than losing interest. So the Ultra 64 won't die owing to lack of interest. Only a high price and crap (or non-existent) software can kill it. Nintendo are busy making sure this won't happen. So don't be so pessimistic.

'A TOTALLY BRILLIANT IDEA'

I've just thought of a totally brilliant idea and I thought I'd share it with you. One of the things that make a game what it is, are the intro/end-of-game sequences. Most games do away with these and others, such as *Another World*, have great intro/end sequences.

Also a lot of carts aren't exactly 8 Mbit or whatever. Some games like *NBA Jam* and *Sonic* use this (for example, in *Sonic* there are 'unfinished' levels that weren't included in the final version). So wouldn't it be great to have instead of, or as well as, an end sequence something different? How about a demo level from a future game? For example, playing the first level of *Jungle Strike*, when you've finished *Desert Strike?* Or what about a level of *Empire Strikes Back* after the end of *Star Wars?*

This might only be possible if two games are being developed within a short amount of time of each other. If this isn't the case, maybe a demo of an older game, say *Frogger* or maybe *Incredible Shrinking Fireman?* Those were the days.

Think about all the space left on current CD-ROM games. Apart from a few FMV sequences they are just cart port-overs. I would buy a game on CD if it had more levels than the cartridge version (even though there isn't a Nintendo CD-ROM yet).

While I'm on the subject of old games, I think those being revamped could be classics if we ever see them. Where has *Impossible Mission* got to?

Yours overjoyingly (?)
Simon Wesley,
Southgate, London

PS I was in *EastEnders* about five years ago when Lofty was still in it and when the café had a couple coin-ops in the corner!

PPS I also know two of the characters in *Simon and the Witch*. How's about that then? I could go on forever but I appear to be running out of space.

If there's space left over on a cart, we at *Super Play* would far rather it was used to provide a bonus level or extra room in the game. Or possibly a few more graphical twists. If we want sad Speccy nostalgia we'll dig out a Spectrum (*Incredible Shrinking Fireman* was a Mastertronic 'hit' on Sinclair's machine aeons ago).

Anyway, why on Earth do you want irrelevant space-fillers instead of better games? If anyone agrees with Simon that future game previews should be added to carts, don't bother writing in; it sounds stupid to us.

Oh, and we don't remember you from *EastEnders*. And we've never seen *Simon and the Witch* (although Wil reckons he once caught three minutes of it, accidentally of course).

'THE SHENG LONG MYSTERY'

I'd like to say that *Super Play* is one of the best mags in the world (with about four others, I think), though I'd like to see another couple of pages of tips and more manga stuff.

Concerning the Sheng Long story in issue 21, I have to correct you in a few details. The American mag *Electronic Gaming Monthly (EGM)* invented the character for their April Fool joke in 1992. They said that you'd have to play with Ryu, and if you do not get hit in the whole game and spar with M Bison for 10 rounds without being hit, Sheng Long will appear.

The main reason everyone believed this, was the photo in which Sheng Long was shown. Actually it was Ryu doing his dragon punch, redesigned with a painting program to have long white hair and a brown outfit. But only very few people recognised that, and so the Sheng Long mystery spread all over the world and the 'tip' was printed in a lot of foreign magazines.

The editors of *EGM* were amused, of course, when they saw that Japanese mags printed it, as well as loads of others. Of course, Capcom's hotlines collapsed and it took months until the major part of the playing community understood that it was a joke.

EGM swore to never do an April Fool joke like that again, and Capcom invented Fei Long, the son of Sheng Long for *Super SFII*.

The other thing I'd like to say is that I completely agree with Zy's opinion of *Super Bomberman 2*. *Bomberman* really isn't a one-player game at all – the real fun only comes when all your friends are around and you all start swearing, screaming and hitting each other. That's fun! Zy's also right when he says *ST:TNG* is crap. It absolutely is.

Speaking of Zy, does he accept fanzines written in German as well? I'm editor of a manga/SNES fanzine and would love to be featured in your mag, as you have quite a huge number of German readers (and German mags do not offer such a service).

May the force be with you.
Stefan Hartmann,
Ilvesheim, Germany.

You're almost right, Stefan. EGM didn't start the rumour, but they were the first to print it (as an April Fools joke). It was circulating on the street and in the arcade for quite a while before that. The joke by Capcom is that Fei Long is the son of Sheng (or Shen).

There is a hidden character is *Super Street Fighter II Turbo*, or *SF II 'X'* as it's known in Japan. He's called Akuma and we don't know much about him yet.

As for your fanzine; send it in and Zy'll have a look. *Super Play* has a smattering of German, so we should be able to understand much of it. And, for our German readers, guten Tag. Wie geht es ihnen? Un was für Spiele möchten Sie in Deutschland?

'TURNED ON MY SNES'

I am writing to ask your opinion on what to do. Today I was about to play my SNES (I've borrowed an Action Replay from a friend) and when I put the game in and turned on my SNES nothing happened. I noticed that I'd put the game in the wrong way round.

Now my SNES won't turn on. Please help. What can I do? How do I fix it? I think it is still under warranty. Please answer this as I need to know soon. Also, should I get *Mega Man X* or wait for *Secret of Mana's* UK release?

Yours sincerely,
Russell Dienes,
East Grinstead, West Sussex.

Sounds like you've bust it, me old mate. Best thing to do is take it back to where you got it and see if the fuse has blown. This is probably the most likely damage. If it is the fuse, you'll be able to get it replaced for a small sum. If you've really broken it, by forcing the cart or knackering the edge-connector, it's a bigger job.

Best be on the safe side and take it back, explaining what's happened. Don't start ferretting around inside the SNES because you'll only make things much worse. Leave it to the experts.

And once it's fixed, we'd suggest you wait for *Secret of Mana* to come out in this country officially.

KINDLY LEAVE THE STAGE

We got loads of jokes this month. At least, we think they are jokes. So we're keeping KLTS because someone must win sometime.

Q Why did the Mexican run after his wife?
A He wanted tequila.
Stefan Hartmann,
Ilvesheim, Germany.
Rating 4/5

Q What's the difference between a newspaper and a brick?
A You can't wrap fish and chips in a brick.
Peter Brodie,
Cronulla, Australia.
Rating 1/5

Q Every dog has his day...
A But a dog with a broken tail has a weak end.
Owen Burgoyne,
Callington, Cornwall.
Rating 0/10

Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Fighters, Virtua Racing and the recent *Daytona GP*). All they need to do is use scaled down technology from their arcade machines, then convert the aforementioned games.

3DO doesn't really pose much of a threat to Nintendo as their sales have been less than expected in the US and the technology used is in 3DO already looking dated compared to the specifications of the future machines.

Personally, I think that it's really good to see so much competition for Nintendo. First it will stop their world-wide domination, causing more competitive pricing and an increase in the release rate of games. Second, it will change the company's conservative attitude towards violence in games.

Also, speaking of specifications, do Nintendo really plan to release these machines at £180 or under? I know the company sells the hardware for the cheapest possible price and then makes money from software, but using cutting-edge silicon technology and producing a VR system that will replace the TV must be quite a bit more expensive than £180. I'll be interested to see what the big N finally produce as so far all we've heard are specifications and all we've seen are demos being run on $100,000 Onyx Reality 2 machines.

Don't get me wrong. I'm all for Nintendo producing a stunning machine, but I just think it would be a wise move to check out the opposition first.

Thanks.
Jack Cheshire,
Bath, Avon.

We've had loads of similar letters from people concerned about the direction Nintendo appear to be taking. The thing is, nobody really knows what they're planning in depth apart from selected Nintendo employees. And they're not saying.

But because nobody knows what Nintendo really will do, people are assuming that *they* don't know what they're up to either. This isn't the case. Nintendo choose not to tell us everything, but they are a massive corporation, and you can bet they know vastly more about the industry and its future than the concerned public. *Super Play* is always trying to get as much info out of them as possible, but when they're being quiet, it doesn't mean disaster.

'THE TURN OF THE CENTURY'

In the beginning (well, in 1979 at least) there were computers. And it was decreed that games be programmed for them. (*Oh. It's one of* those *sort of letters – Ed*). The games were based on original ideas. Alas by the middle of the '80s the ideas had dried up and companies put out rehashed versions, with very few innovative games coming out. Now, in the middle of the '90s, companies are looking back and are saying, "That was a good game then. Let's release a new version of it.' And so off they went.

Is it worthwhile companies putting out new versions of old games? As a games veteran of some 15 years, I will attempt to answer this question.

On the negative side, this move may further stifle the already limited ideas market that is just still managing to keep afloat. And who would want to pay £40 for a new version of an age-old game? However, on the positive side, it gives the chance for younger players (say up to around 16-17 year olds) to experience what games were like a decade ago. Back then, gameplay far outweighed graphics or sound on the importance scale. Furthermore, some of the games that have been released or are in the pipeline are regarded as classics.

The Mario Collection was great, and *Tempest 2000* on the Jaguar is ace. You gave Spectre a mark of 90% in issue 21; this is a souped-up version of the old Atari classic, *Battlezone*. In the pipeline are versions of *Dropzone* and *Impossible Mission*, two decade-old C64 games that are in my Greatest Top Ten Ever list. There are more I could mention.

In conclusion, I would say that this policy may be good in the long run. As long as the games chosen are decent enough, and a good conversion is programmed, why not? Who knows, by the turn of the century, games such as *Lemmings* may get re-released.

Yours sincerely,
Matthew Allen,
West Ewell, Surrey.

Would anyone like to respond to this? We're completely perplexed here...

'I REALLY ENJOY THE STUFF'

Although I like the magazine a lot, I have two small pieces of constructive criticism for you. I realise that you're at the mercy of the games companies when it comes to receiving printed circuit boards, but would it be possible to have more game reviews (there were only ten in issue 22) in the mag? Maybe you could get more stuff from shops? I really enjoy the stuff on 'manime' (manga/anime) but it is really necessary to have two separate sections (Anime World and Irresponsible Pictures) dealing with what is essentially the same topic? Sorry to nit-pick.

TTFN,
S Ramnath-O'Neill,
London.

PS Is (the lovely) Lisa Nicholls related to top pop supremo Billy Idol? Check out the *Super Play* Profiles in issue 21!

There's a phenomenon in the console industry. It's called 'the summer months'. What happens is that publishers start gearing up for the autumn and Christmas. So traditionally there are fewer games around. This is why we don't feature so many then. 'Getting stuff from shops' isn't an answer. We cover everything we can anyway.

Anime World is an overview of the industry, with Helen's opinions, and Irresponsible Pictures is a reviews section. Totally different.

'IS SAMUS A BABE?'

I have read your review of *Super Metroid* and am interested in buying the game. My one concern is the time it takes to complete. I understand that it is in fact possible to complete the game in under two hours (!), despite being on a whopping 24 Meg cart. Admittedly, some games like *Street Fighter II*, are fun to play again and again, and *Super Metroid* contains lots of hidden rooms, bonuses etcetera, but would that still make it worth playing through again? *Lemmings* is an excellent game but the fun is in completing each level, and I probably won't play it any more now. If *Super Metroid* is like this, I probably can't afford to buy it.

In conclusion then,

1. Is *Super Metroid* worth getting?
2. Will I really want to play it more than once?
3. Is Samus a babe?
4. Is it true that she takes off most of her combat clobber if you manage to complete the game in under three hours?

Sorry to go on for so long about one point but I am desperate not to buy a 'dud' game.

Yours sincerely,
Henry Arnold,
Broadbridge Heath, W Sussex.

Super Metroid is a great game. We recommend it to anyone looking for a quality platform game.

To answer your questions now;

1. Yes.
2. Yes.To explore the game fully will take weeks of play.
3. No she's a fully-grown woman.
4. If you do the game in under *two* hours, you are 'rewarded' with some degree of kit sheddage.

'ANY CHANCE'

I am planning to buy *FIFA International Soccer* and a Multitap. Is there any chance of you doing a review of some joypads and joysticks (possibly some cheap ones) as I feel that I will need to buy up to three more pads.

R Jhanda,
Ealing, London.

Have a look at Superstore, R. You'll find a special offer on decent joypads and even, should you be so inclined, you could get a Tribal Tap as well. This performs the same function as a Multitap, but at a fraction of the cost. Right. That's enough plugging the return of Superstore. Next!

'HIGHLIGHTS'

I love Louise Alesbrook.
Sex-pup, Cheshire.
Wait a minute. 'Highlights' isn't for sending smoochy messages to your girlfriends. Save it for Supermarket.

Never cross the road when a red man's flashing.
Clover Dilworth, West Midlands
We won't print the beginning of this 'joke'. And it certainly won't get into KLTS.

Why didn't the Houses of Parliament hold a Nativity play at Christmas?
David Lambert,
Gosport, Hants.
We won't print the punchline of this joke. And while we're about it, since when has 'Highlights' been a forum for poor jokes that don't even make into Kindly Leave The Stage? Eh?

Did everyone like my drawing guide?
Wil Overton, Bath.
Flipping heck. At this rate we'll close down 'Highlights' altogether.

I've just been on holiday.
Lisa Nicholls, Bath.
Doh! (Sound of door slamming and footsteps scurrying away).

WRITE NOW!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

WHAT CART?

NAME, PUBLISHER		%	BRIEF DESCRIPTION

KEY The guide to *Super Play*'s percentage scoring method.

90-100% — Why haven't you got all these? Go on – buy them!

70-89% — Now these are worth considering, definitely.

0-69% — Most of these are best left on the shelf, we reckon.

SP2	ACROBAT MISSION (JAP) *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	ACTION PACHIO (JAP) *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	ACTRAISER (JAP/US/UK) *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	ACTRAISER 2 (JAP) *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	AEROBIZ (US) *Koei*	69%	Well-presented, but over-serious, airport management sim.
SP13	AERO THE ACROBAT (UK) *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	ALADDIN (UK) *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP18	ALCAHEST (JAP) *Squaresoft*	69%	A great looking slasher/blaster with clever power-ups.
SP15	ALFRED CHICKEN (UK) *Mindscape*	83%	Packed levels and a great central character.
SP9	ALIEN³ (US/UK) *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	ALIENS VS PREDATOR (JAP) *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	AMAZING TENNIS (JAP/US) *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP10	AMERICAN GLADIATORS (US) *Gametek*	16%	Very sad attempt at reproducing the tacky gameshow.
SP22	ANDRE AGASSI (US) *Tecmagik*	52%	Beaten in straight sets by *Super Family Tennis*.
SP1	ANOTHER WORLD (UK) *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle, but is dull in practice.
SP13	ARCUS ODYSSEY (US) *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
SP1	AREA 88 (JAP)/UN SQUADRON (US/UK) *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	ART OF FIGHTING (JAP) *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	ASTERIX (UK) *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
SP20	ASTRO GO! GO! (JAP) *Meldac*	51%	A poor attempt to copy *F-Zero*.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	AXELAY (JAP/US/UK) *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	BATMAN RETURNS (JAP/US/UK) *Konami*	87%	Straightforward, but beautifully realised, movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay, but plays awful.
SP19	BATTLE CARS (US) *Namco*	73%	*Mad Max*-style racing. Disappointing two-player mode.
SP3	BATTLE CLASH (US/UK) *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	BATTLETOADS DOUBLE DRAGON (US) *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP5	BEST OF THE BEST (JAP/US/UK) *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	BIO METAL (JAP) *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
	BIRDIE TRY (JAP) *Toho*	28%	Truly terrible golf game with an appalling Mode 7 course.
SP7	THE BLUES BROTHERS (JAP/US) *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	BOB (US/UK) *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US)/KA-BLOOEY (US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	BOXING LEGENDS OF THE RING (UK) *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	BRASS BOSS (JAP) *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP16	BRETT HULL HOCKEY (UK) *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	BUBSY (US) *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP19	BUGS BUNNY: RABBIT RAMPAGE (US) *Sunsoft*	58%	Just another mediocre platformer.
SP5	BULLS VS BLAZERS (JAP/US) *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	CACOMA KNIGHT (JAP/US) *Datam*	36%	Tedious *Qix* copy with attractive graphics, but little else.
SP7	CALIFORNIA GAMES II (JAP/US) *DTMC*	22%	Multi-event sport 'sim'. Stupid games and poor graphics.
SP7	CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	70%	Atmospheric, but awkward to play, and ultimately boring.
SP1	CAMELTRY (JAP)/ON THE BALL (US) *Taito*	52%	Ball-in-maze-type puzzler which is too easy.

SUPER PLAY'S GAME LIBRARY

WIN! WIN! WIN! WIN! WIN! WIN!

Another month, and another 'What Screenshot?' competition. As before, just study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Piece of cake! Then send your answers to: What Screenshot? Compo 3, *Super Play*, 30 Monmouth St, Bath BA1 2BW. Remember, the winner gets a *Super Play* goody bag. Closing date is 16 September 1994.

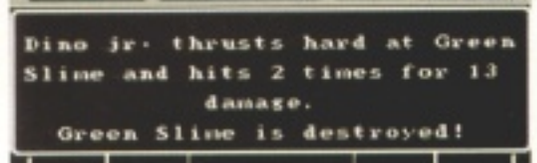
	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP13	CAPTAIN AMERICA (UK) *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.
SP5	CAVEMAN NINJA 2 (JAP) *In-house*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP19	CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim*	66%	Ryan Giggs likes it, but we're not so keen.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP18	CHOPLIFTER 3 (UK) *Ocean*	80%	A nostalgic helicoptery shoot-'em-up.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
SP21	DRAGON (UK) *Virgin*	88%	A different sort of fighting game. And tough enough to last.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
	DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics, but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax, but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
SP21	EYE OF THE BEHOLDER (US) *Capcom*	52%	Dated and very dull RPG.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay, but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
SP19	FATAL FURY 2 (JAP) *Takara*	79%	A fun beat-'em-up, but it's not nearly as good as *SFII*.
SP20	FIFA INTERNATIONAL SOCCER (UK) *Ocean*	89%	A fantastic conversion from the Mega Drive.
SP22	FIGHTER'S HISTORY (JAP) *Data East*	85%	Packs a surprisingly good punch.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
	FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As before, with a two-player mode, but no challenge.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
SP19	FINAL STRETCH (JAP) *LOZC*	73%	Brilliant 3D scrolling, but disappointing racing.
	FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is very basic.
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP20	THE FLINTSTONES (US) *Taito*	54%	Nice graphics, shame about the game.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster, but doesn't really stand out.
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics, but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while, but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average, but enjoyable, top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP3	HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP7	HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
SP18	HUMANS (UK) *Gametek*	70%	*Lemmings*-like puzzle game which gets boring fast.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP18	INSPECTOR GADGET (US) *Nintendo*	71%	Just another platform game.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP11	JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics, but repetitive music and gameplay.
SP21	JOE AND MAC 2 (US) *Data East*	80%	A great little game which is playable and very funny.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP21	THE JUNGLE BOOK (UK) *Virgin*	82%	Virgin have done Mowgli and his chums proud.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed, but reasonably playable with two people.
SP20	KICK OFF 3 (UK) *Imagineer*	91%	Plays a quick, smooth and brilliantly competitive game.
SP5	KIKIKAIKAI (JAP)/POCKY & ROCKY (US) *Natsume*	88%	Weird, but enjoyable, shoot-'em-up with superb graphics.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP20	KING OF DRAGONS (JAP) *Capcom*	53%	A sad pastiche of a beat-'em-up. Boring.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
SP21	KNIGHTS OF THE ROUND (US) *Capcom*	51%	Smashing looks backed up with crap gameplay.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up. Nice looks, but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
SP22	LEGEND (US) *Seika*	55%	Another humdrum scrolling slasher.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP18	LESTER THE UNLIKELY (US) *Nintendo*	52%	A very mediocre platform game.
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP22	LIBERTY OR DEATH (US/JAP) *Koei*	41%	Mildly diverting for a while, but it's too finicky.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP18	LUFIA & THE FORTRESS OF DOOM (US) *Taito*	79%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with lovely looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
SP21	MAGIC BOY (UK) *JVC*	75%	An entertaining platformer – once you get to know it.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP19	MEGA-LO-MANIA (UK) *Imagineer*	81%	An exciting and engrossing wargame.
SP20	MEGA MAN SOCCER (US) *Nintendo*	62%	A slow, tedious and rather pointless game.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP18	METAL MARINES (UK) *Mindscape*	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks, but no challenge.
SP20	MICKEY'S ULTIMATE CHALLENGE (US) *Hi-Tech*	54%	Pretty graphics, but the gameplay stinks.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
SP22	MUSCLE BOMBER (US/JAP) *Capcom*	78%	Big and attractive, but not enough for most gamers.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP22	NLH HOCKEY '94 (US/UK) *Ocean*	89%	The most playable and entertaining ice hockey game.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP18	NHL STANLEY CUP (US) *Nintendo*	79%	The most exiting conversion of ice hockey available.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
SP20	NINJA WARRIORS (US) *Taito*	84%	A smart walk-along fighting game. Worth checking out.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites, but little action.
SP21	100% COTTON (JAP) *Datam Polystar*	79%	Great shooter with superb style, but easy to finish.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP8	OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP21	PAC-ATTACK (UK) *Nintendo*	69%	Get *Super Puyo Puyo* instead.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP2	PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation, but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) *Gametek*	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP)/POWER MOVES (US) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP7	PSYCHO DREAM (JAP) *Riot*	33%	See *Dream Probe*.
SP3	PUSHOVER (US/UK) *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	Q*BERT 3 (JAP/US) *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	RACE DRIVIN' (US/UK) *THQ*	35%	Badly programmed racer with nasty 3D graphics.
SP21	RACCOON RASCAL (JAP) *NCS Masiya*	79%	A distinctive and enjoyable puzzle game.
	RAIDEN DENSETSU (JAP)/RAIDEN TRAD (US) *Toei*	54%	This shooter is too slow to provide any excitement.
SP18	RAINBOW BELL ADVENTURES (UK) *Konami*	70%	Cute, enjoyable and addictive platform game.
SP2	RAMPART (US) *Electronic Arts*	79%	Primitive-looking, but fun, puzzler. Great with two.
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	RANMA 1/2 PART TWO (JAP) *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP21	RANMA 1/2: HARD BATTLE (JAP) *Rumic Soft*	79%	The best *Ranma 1/2* game to date.
SP14	REDLINE F1 RACER (US) *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	47%	Nice graphics, but dull gameplay and odd gags.
SP2	RIVAL TURF (JAP/US/UK) *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	ROAD RIOT 4WD (US/UK) *THQ*	20%	This split-screen racer is primitive in every respect.
SP4	ROAD RUNNER (JAP/US/UK) *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	ROBOCOP 3 (US/UK) *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	ROBOCOP VS TERMINATOR (UK) *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	ROCK 'N' ROLL RACING (UK) *Interplay*	88%	Very challenging and lots of fun to play.
SP12	ROCKY RODENT (JAP) *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex, but not very interesting, strategy game.
SP20	ROMANCE OF THE 3 KINGDOMS III (US) *Koei*	67%	For dedicated strategy wargamers only.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	R-TYPE III (JAP) *Irem*	83%	A polished shoot-'em-up with frantic action.
SP10	RUN SABER (US) *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	RUSHING BEAT RUN (JAP) *Jaleco*	60%	Beat-'em-up which is nice to look at, but boring to play.
SP19	RUSHING BEAT 3 (JAP) *Jaleco*	66%	Another boring side-scrolling beat-'em-up.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	SD GREAT BATTLE III (JAP) *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
	SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SP15	SECRET OF MANA (US) *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	SENSIBLE SOCCER (UK) *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	SEPTENTRION (JAP) *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	THE 7TH SAGA (US) *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	SHADOWRUN (UK) *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	SHANGHAI 2 (JAP/US) *Activision*	58%	Very basic puzzler that can become addictive.
SP19	SIDE POCKET (UK) *Marubeni*	86%	Plays a great game of pool. Recommended.
SP22	SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SP1	SIM CITY (JAP/US/UK) *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	SIM EARTH (JAP/US) *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	SKÜLJAGGER (US) *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	SKY BLAZER (UK) *Sony*	78%	A pretty platformer, but too lightweight.
SP18	SOCCER KID (UK) *Ocean*	84%	An addictive platform game with a footballing twist.
SP18	SOLDIERS OF FORTUNE (US) *Spectrum HoloByte*	89%	A brilliant and challenging shoot-'em-up.
SP8	SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	SONIC BLAST MAN (JAP/US) *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP21	SOS (US) *Vic Tokai*	83%	Plenty of challenge and a genuinely new game style.
SP2	SOUL BLAZER (JAP/US) *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	SPACE ACE (UK) *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
SP21	SPACE INVADERS (JAP) *Taito*	40%	A pointless conversion of the old classic.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP21	SPECTRE (UK) *GameTek*	90%	A simple and stunning tank combat game. Buy it.
SP22	SPEED RACER (US/UK) *Accolade*	65%	Decent racing bits marred by sloppy platform sections.
SP22	SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP2	SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP19	SPORTS ILLUSTRATED CHAMPIONSHIP (US) *Malibu*	70%	Football and baseball on one cart. Limited.
SP7	STARFOX (JAP/US)/STARWING (UK) *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP21	STAR TREK: THE NEXT GENERATION (US) *Spectrum HoloByte*	39%	A compilation of very poor sub-games. Disappointing.
SP1	STREET FIGHTER II (JAP/US/UK) *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	96%	A faster, better-looking version of the original.
SP3	STRIKE GUNNER (JAP/US/UK) *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	STRIKER (UK) *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	SUMO SPIRITS (JAP) *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SP12	SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Nice backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound, but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	Accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP19	SUPER BATTLETANK 2 (US) *Absolute*	43%	Don't bother.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
	SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP21	SUPER BOMBERMAN 2 (JAP) *Hudson Soft*	91%	Nearly as brilliant as the first game (see above).
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
SP19	SUPER CHASE HQ (JAP) *Taito*	55%	A badly-made 'action' driving game.
	SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based wargame.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP19	SUPER CUP SOCCER 2 (JAP) *Jaleco*	60%	A Japanese footy sim that offers nothing new.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves, but it's crap and too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay, but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, great with a multitap.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down and enjoyable US footy game.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge.
SP20	SUPER METROID (JAP) *Nintendo*	92%	Marvellous platform shooter destined for classic status.
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
	SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP19	SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac*	73%	Nice to look at, but very limited to play.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Fun, slick, and very weird, Amiga-derived platformer.
SP18	SUPER PUYO PUYO (JAP) *Banpresto*	91%	An addictive and completely brilliant puzzle game.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable, but flawed, sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP20	SUPER TROLL ISLANDS (US) *American Softworks*	70%	Bright and cheerful game for the younger player.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
	SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SP1	SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.



	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP19	**SUZUKA 8 HOURS (JAP)** *Namcot*	59%	Slow, hard to get into and lacks originality.
SP5	**SUZUKI AGURI F1 (JAP)** *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	**SYO THE SEAL (JAP)** *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	**SYVALION (JAP/UK)** *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	**TAZ-MANIA (US/UK)** *THQ*	54%	Run along the road, and, er… That's about it, really.
SP7	**TERMINATOR (US/UK)** *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP19	**T2: JUDGMENT DAY (UK)** *LJN*	52%	A real waste of a license. Leave it on the shelf.
SP16	**T2: THE ARCADE GAME (UK)** *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	**TEST DRIVE II: THE DUEL (US/UK)** *Accolade*	58%	Racer which is difficult to control and not very exciting.
SP18	**TETRIS BATTLE GAIDEN (JAP)** *Bullet-Proof Software*	86%	A brilliant (and worthy) sequel to *Tetris*.
SP19	**3D BASEBALL (JAP)** *Jaleco*	63%	Too much Japanese text makes this difficult to play.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	**TIME SLIP (UK)** *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP20	**TIME TRAX (UK)** *Malibu/THQ*	73%	Slick and entertaining, but short-lived.
SP5	**TINY TOONS (JAP/US/UK)** *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	**TOP GEAR (JAP/US/UK)** *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	**TOP GEAR 2 (UK)** *Kemco*	74%	Nicely done, but offers nothing new.
SP14	**TOTAL CARNAGE (UK)** *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
SP9	**TOYS (US)** *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	**TRODDLERS (UK)** *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	**TUFF E NUFF (US)** *Jaleco*	78%	See *Dead Dance*.
SP20	**TURN AND BURN (US)** *Absolute*	71%	The best SNES airborne combat sim yet.
SP2	**TURTLES IV: TURTLES IN TIME (JAP/US/UK)** *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	**TURTLES: TOURNAMENT FIGHTERS (UK)** *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	**2020 SUPER BASEBALL (JAP)** *KAC*	85%	Fun two-player sim with the addition of robots.
SP22	**ULTIMA VI (US/UK)** *FCI*	45%	Compared to*Mana*, it's a shameful bit of old tat.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	**ULTRASEVEN (JAP)** *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	**UNCHARTED WATERS (JAP/US)** *Koei*	37%	Incredibly boring naval strategy game.
SP8	**USA ICE HOCKEY (JAP)** *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	**USHIO AND TORA (JAP)** *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	**UTOPIA (US)** *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	**VANNA WHITE'S WHEEL OF FORTUNE (US)** *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	**VIRTUAL SOCCER (UK)** *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
SP4	**VOLLEYBALL TWIN (JAP)** *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	**WARPSPEED (US/UK)** *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	**WAYNE'S WORLD (UK)** *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP22	**WILDTRAX (US/JAP)** *Nintendo*	93%	The most playable and varied racing game ever.
SP5	**WING COMMANDER (US)** *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	**WING COMMANDER: SECRET MISSIONS (UK)** *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	**WINGS II (JAP/US)/BLAZING SKIES (UK)** *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP20	**WINTER OLYMPICS (UK)** *US Gold*	35%	A boring, badly-designed multi-event sports sim.
SP21	**WIZARDRY V (US)** *Capcom*	39%	Slow, tedious and pointless RPG.
SP17	**WOLFENSTEIN 3D (UK)** *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	**WORDTRIS (US)** *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	**WORLD CLASS RUGBY (JAP/UK)** *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP20	**WORLD CUP STRIKER (UK)** *Elite*	91%	A beautifully well-rounded footy game.
SP21	**WORLD CUP USA '94 (UK)** *US Gold*	92%	The best overhead-viewed footy game on the SNES.
SP14	**WORLD HEROES (US)** *Sunsoft*	77%	Not bad with two players, but something's missing.
SP22	**WORLD HEROES 2 (JAP)** *Takara*	80%	There's *is* more to life than *SFII*.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	**WWF ROYAL RUMBLE (UK)** *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
SP14	**WORLD SOCCER (UK)** *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
	XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
SP1	**XANDRA'S BIG ADVENTURE (JAP)** *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP20	**X-KALIBER 2097 (US)** *Activision*	68%	Average and unchallenging platform slash-'em-up.
SP6	**X-ZONE (US)** *Kemco*	55%	Another tedious Super Scope game.
SP11	**YOSHI'S COOKIE (JAP)** *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	**YOSHI'S SAFARI (JAP)** *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	**YOUNG MERLIN (UK)** *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
	ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game.
SP2	**ZELDA: LINK TO THE PAST (JAP/US/UK)** *Nintendo*	93%	The definitive adventure game.
SP19	**ZOKU: THE LEGEND OF BISHIN (JAP)** *Magifact*	58%	Shallow, lacklustre driving/beat-'em-up.
SP12	**ZOMBIES ATE MY NEIGHBORS (US/UK)** *Konami*	89%	Innovative, funny shoot-'em-up.
SP16	**ZOOL (UK)** *Gremlin*	65%	Nice graphics, great music. But average.

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THE GUYVER DATA 5

Manga Video
30 minutes
RRP: £5.99
certificate 15

Another bite-sized chunk of bio-booster armour in store here. Only *Data 5* in the series is subtitled *Death of the Guyver*, which gives a strong hint as to what could be in store.

Chronos is up to its old tricks, trying to take over the universe and spoiling things for those who desire a quiet life. But this time Commander Gyou, the head of Chronos has got a weapon, capable of destroying Sho's Guyver alter-ego. It's called the Enzyme, and it looks like a cross between a beaver and a giant bear. And it's about 100 feet high. Gyou, the old reprobate, has also kidnapped all Sho's friends and has forced them to watch the fight between the Guyver and the bear/dog/rat/beaver thing. Of course, he believes that the Guyver can't possibly win.

He's right. Although the Guyver gives the giant otter-type vole creature a hefty shoeing, and kills it, he gets sprayed with its blood and starts to melt. It looks like it's all over for the boy Sho, especially when the rest of the Chronos men rip out his special control medal (the coin-thing in the front of his head).

So is this the end of the Guyver? You'd think so, but in the trees, watching, is another Guyver unit. Who could this be? Is it the mysterious Guyver 3 they happened to mention earlier? Could be…

A strange episode, this. If you're collecting the *Guyver* series, you'll need it, but taken on its own, it's just confusing. But like the other four, the art is sharp, futuristic and very clear. It's well dubbed and a neatly edited half-an-hour. And *The Guyver* series is good enough to spawn a live-action film starring Mark Hamill from *Star Wars*, too.

8 out of 10

TOKYO BABYLON

Manga Video
60 minutes
RRP: £10.99
certificate 15

Based on the strip in the well-known-in-Japan (but unheard of here) *Monthly South* magazine, *Tokyo Babylon* depicts a city in turmoil. Death, extreme violence and other nastiness occurs with almost frightening regularity. In fact, it's all rather like the Babylon of olden times, like out of the Bible and everything. Hence the title, you see.

The film starts promisingly with a powerful and attractive motorcycle which gets possessed by a spirit (you can tell because its lights come on). Then the action switches (and stays) to a building site, suffering from a series of 'mysterious accidents'. Of course, these are no accidents. Something is interfering with the space-time continuum or something, causing building sites all across the city to be the venues for small-scale weirdness. An exorcist is called, but she dies. So do a few other people. Someone, somewhere will have to get to the bottom of this little riddle, that's for sure.

Tokyo Babylon is written and drawn by the famous Clamp team; four female artists who are famed throughout Japan for their unique style (all four of them have the same house style, in fact). The drawing is well up to the standard we've come to expect from Manga Video's mainstream films, but partly owing to the bleak and stark unfinished building setting, the film seems empty and lacking in rich colours.

The pace is slow, even though the story is easy to follow and avoids many of the clichés which dog films of this type. Oh, and there's some cool jazz-type music as well. If you like that sort of thing.

7 out of 10

MARIS THE WONDERGIRL

Anime Projects
48 minutes
RRP: £12.99
certificate 15

Recently serialised in *Animerica* magazine as *The SuperGal*, this latest Rumik World release follows the escapades of a female wrestler turned Intergalactic Space Patrol Agent who's desperate to earn some hard cash.

Possessing the superhuman strength of all who hail from the planet Thanatos, Maris has to wear a restraint to prevent her accidentally demolishing everything around her. Mistakes occur when she's fighting villains, alas (oops, there goes another space-ship!) and that's when she runs up the bills that have reduced her to poverty. An opportunity arises when a billionaire's son is kidnapped: she instantly falls in love with him – and his lucre – and sets off to rescue him.

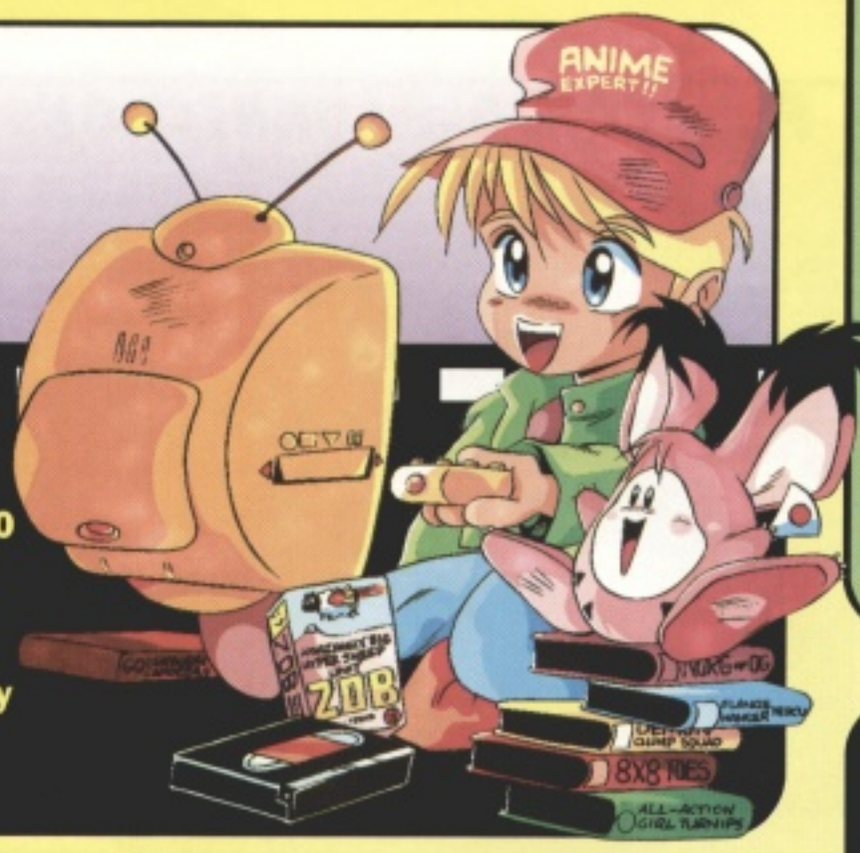
This is Rumiko Takahashi doing what she perhaps does best: light-hearted character-based comedy with a distinctly weird aroma. Amongst the odd moments and anime in-jokes (which, I've no doubt, will please the true fans no end) you'll find a couple of genuinely funny visual gags that don't rely on culture-shock or extensive manga knowledge to be appreciated.

The dubbing's not too bad, but purists will object to the American accents and the fact that Maris's shape-changing alien fox companion has been made inexplicably Irish.

Takahashi completists will probably buy this video regardless, but at only 48 minutes long we think you're better off renting it for an evening. Make sure you watch it twice, though, or you're bound to miss something good.

8 out of 10

Once again, *Super Play* sorts out the latest crop of anime films. They'll test your mettle, but will you be riveted or bored?



Once more, *Super Play* has been examining the latest selection of anime releases. Manga Video still dominates the anime scene in the UK, but notice how other companies are starting to release films (the quality of which is increasing all the time). So rest assured we'll be reviewing films from all quarters.

Incidentally, if you run an anime fanzine, why not send it to Irresponsible Pictures, *Super Play*, 30 Monmouth St, Bath, Avon BA1 2BW and we'll feature it. And over 50,000 anime fans will get to hear about it as well. Also, please write in with any anime-related questions and we'll answer them for you.

DEVIL MAN: The birth

Manga Video

52 minutes

RRP: £10.99

certificate 18

Akira has problems. Not the usual kind of problems which commonly besiege any teenager today, oh no. Trivialities such as girls, acne and school worries all take a back seat to dilemmas such as his parents mysteriously disappearing, his pet rabbit being brutally slaughtered and – wait for it – the news that a horde of demonic legionaries are about to awaken from their slumber and set about ripping apart Tokyo with their bare tentacles.

And so it transpires that the only way to cleanse the world is to find somebody who is pure of heart (and a bit nutty too, if you ask us) to willingly become a demon in order to fight the fiends on their own terms. So, in keeping with anime tradition, Akira reluctantly volunteers himself to tackle the task.

The action which follows flows in a strangely American, low-to-medium budget horror flick vein, encompassing themes from films such as *Fright Night* and *The Lost Boys* plus, of course, adding in lots of extra 'only-the-Japanese' bits along the way. The action promised by the sleeve *does* take a while to kick in but when it does it's entertaining, if occasionally slightly warped stuff. And *Overfiend* fans will be pleased with the demons themselves, which have been realised with enough twisted imagination to make even Clive Barker and his cronies wince.

If the popular demons versus humankind genre is your bag, and you can forgive the laughably cheesy, Corey Feldman-esque behaviour of the lead characters, then you'll be pretty safe with this. Oh, and look out for the second part in October, which you'll feel compelled to pick up if you enjoy this.

7 out of 10

GUNBUSTER Episodes 1-6

Kiseki films

Japanese Lan.(English sub)

55 minutes RRP: £10.99

certificate PG

Ever thought how you learn to fly a mobile suit? Well in anime it's easy – you go to mobile suit school! Well maybe it's not that easy as Noriko Takaya finds out when she can't even master the RX-7 training mech at the Okinawa Space High School for Girls. Still, having lost her father she's definitely got the determination to succeed and as the theme song would have us believe 'aim for the top!'.

Gunbuster is a definite anime fan favourite. It's got everything: a cute heroine striving to avenge her father's death, a 'tough as nails but soft on the inside really' coach who gives Noriko her chance to prove what she's worth, some of the biggest aliens your ever likely to see and of course lots and lots of mecha. Skillfully jumping between comedy and tragedy, Noriko has to face not only her bitchy fellow students and her first teen romance but also the seemingly insurmountable problems of piloting a mobile suit in a zero-g battle with a fast moving opponent who's three times the size of her. In fact the pseudo-science which *Gunbuster* revels in really does lift it above the usual robots in space fare.

If an average episode of *Star Trek TNG* has enough technobabble to give you a headache then be prepared for a major migraine in *Gunbuster*. There's even a science lesson at the end of each episode with a little SD Noriko getting all flustered when she can't answer simple questions on things like trans-dimensional faster than light warps.

If you like your anime liberally sprinkled with cute girls, big robots and even bigger aliens then you can't go wrong with *Gunbuster*. Highly recommended.

9 out of 10

MANGA TRADING CARDS

A couple of issues ago *Super Play* featured a set of three exclusive Akira trading cards. These are a special print, and are unavailable in the shops or by mail order (which makes them incredibly rare and collectable).

However, there's still plenty of time for you to order the rest of the Akira high-gloss cards to complement them. There are 100 in total, and they all feature scenes from the film. They're numbered, printed on both sides, with info from the film on the back. As well as the standard set, there are special 'chase cards', chromium cards and prism cards inserted randomly.

You can order the cards in sets of 10 (each of which costs approximately £1.20) and there's also a binder to keep them all in, costing £8.55.

The Akira cards are available from most good comic and record shops, but you can get them direct from Maverick Mail Order Ltd, PO Box 7, Ross-on-Wye, Herefordshire HR9 7YX. Phone them for their latest catalogue, on (0989) 767655 or fax on (0989) 768563.

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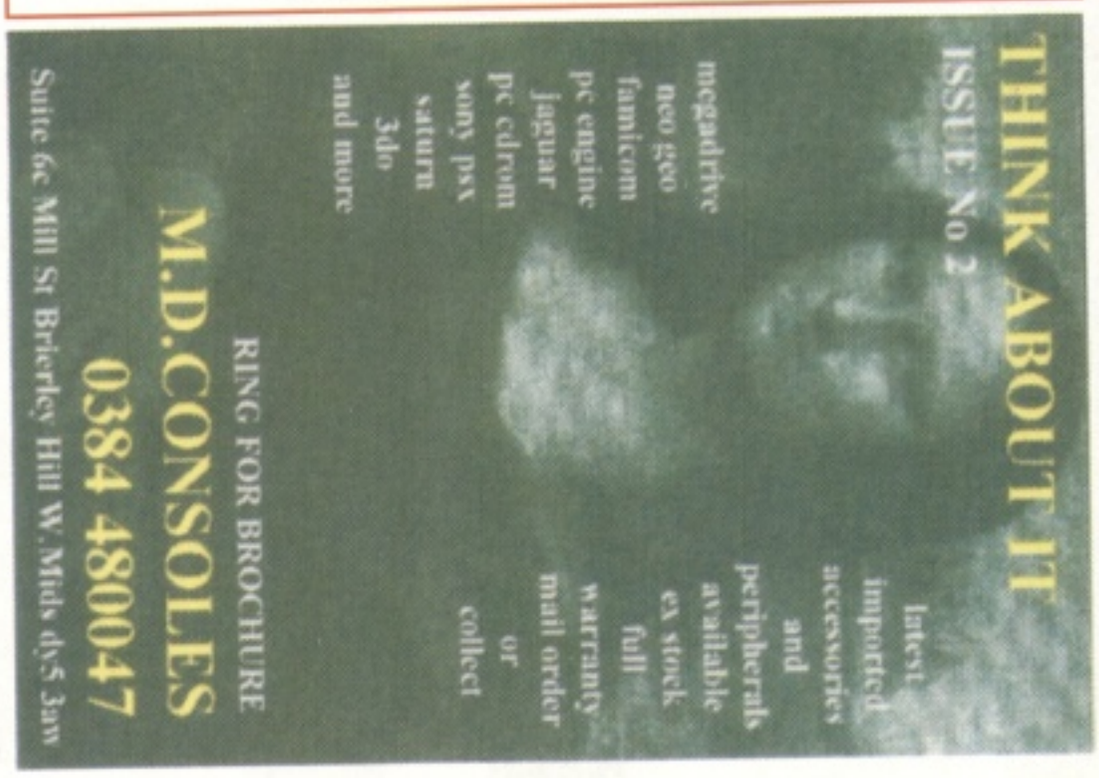

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Loads on *SFII Turbo*; the *Super Bomberman* challenge; an *Addams Family* guide; and more!

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Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

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Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

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A fantasy game special; an interview with Nintendo Hotline; and part one of our *Mario Collection* guide.

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A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

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Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

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CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

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Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book. Wow!

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

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Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

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***Wild Trax* reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!**

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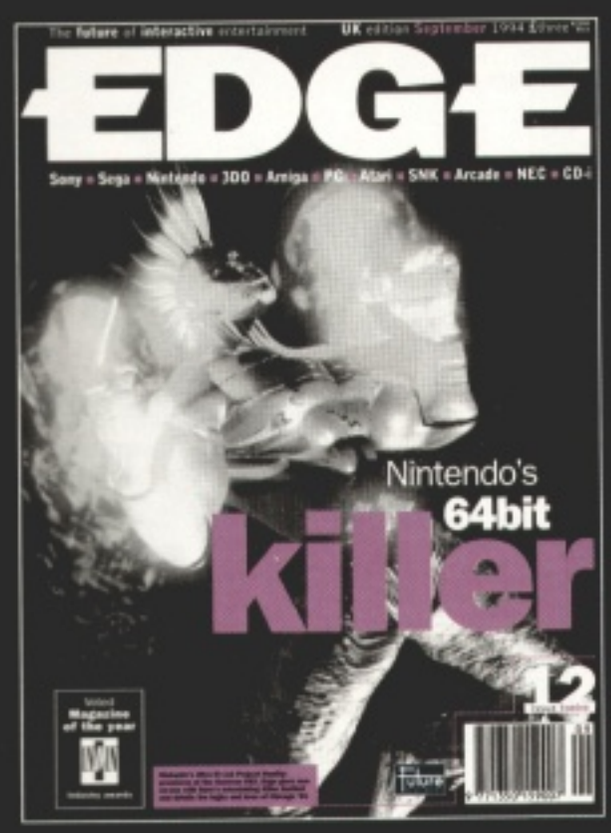

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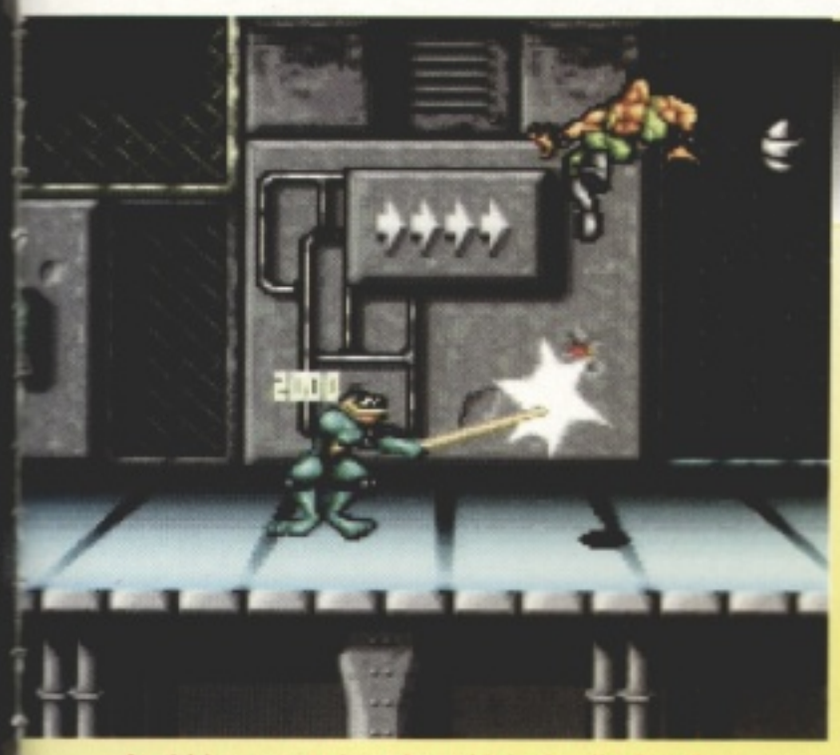


Aggh! I appear to have been hit in the ribs by a frog wielding a large stick. Perhaps I antagonised it somehow.

BATTLETOADS DOUBLE DRAGON: The Ultimate Team

Sony imagesoft/£TBA/8 Mbit

The rats are coming! And, fiendishly intelligent creatures that they are, they've built an entire fleet of spacecraft. So it's time to break out the three toads and two blokes we've been holding back for just such an emergency.

Except that it isn't, really. The trouble is, *BDD:TUT* is very far from being the ultimate SNES game. It's a fairly simplistic beat-'em-up with a chunk of platforminess thrown in. Each if the five characters you can be has different moves, weapons and fighting techniques. But instead of adding greatly to the gameplay, you simply go through them, choose the one which is obviously harder and more effective than the others, than use him to whack all the baddies off the spaceship. Then, when you come to a boss, whack him or her the required amount of times whilst keeping out of the way of whatever attacks he or she may have, and you've done it.

Erp! That large woman has thrown a grenade!

In fact, there's only one part of *BDD:TUT* which is actually worth playing, and that's the little *Asteroids* homage which occurs a level or two into the game. You zip around the screen blasting the fragments into, er, smaller fragments. It's great fun and shows up the rest of the game as not very good at all.

Full review in issue 16

OVERALL SCORE: 37%

TURN & BURN: No Fly Zone

Sony Imagesoft/£49.99/8 Mbit

What happens if I need to visit the toilet? Do I simply 'let go' and run the risk of damaging the seat-cover?

When you bought your SNES, did you really expect to be playing flight sims on it? Thought not. But if there was a decent flight sim available, would you get it?

Anyway, if you accept the fact that Super Nintendos are really the perfect vehicle for complex flight and combat simulations, here's something that isn't really very bad at all.

I say! Flying a multimillion pound jet is far easier than I'd previously imagined, thanks to the advent of computers.

Turn and Burn (we'll drop the *No Fly Zone* tag, as writing it only wastes space) straps you into an F-14 like Tom Cruise has got in *Top Gun*. You get to blast over the sea at speeds so fast they make everything out of the window look like Mode 7. In fact, everything out of the window is Mode 7, but that's beside the point.

The air-to-air fighting is very well done, in fact, and there are plenty of views available as you and your enemies wheel and loop through the skies like leaves on a windy autumn day. And in later missions you get to fly over such diverse military elements as submarines, battleships and even oil-rigs.

As for the sim side; there are plenty of dials, gauges and switches to play with, and controlling the plane is about as well-done and realistic as you're going to see on the SNES. *Turn and Burn* takes the SNES as far as it will go into sim-land, so it's by no means a dreadful game, but the SNES isn't totally happy about it, and this game falls somewhere between being an action shoot-'em-up and a sim.

Full review in issue 20

OVERALL SCORE: 71%

Follow me! I have a rudimentary knowledge of the caverns which lie before us. I also have a powerful flashlight, too.

LEGEND

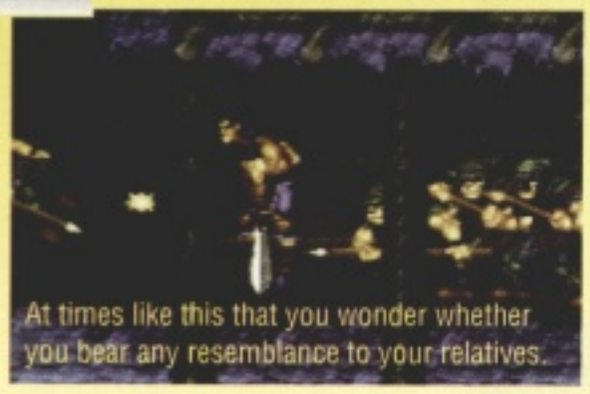
Sony Imagesoft/£49.99/8 Mbit

Let's do this one in a poetical style, seeing as it's called *Legend*. Here we go: Dreamy days in lands of yore, tell tall tales of men at war. Characters that you can be, stand in a forest, by a tree. A man of strength with a big axe, at orc and foul goblin he hacks.

Oh I'm bored with this poetry idea. Anyway, you (and another human if you like) chop, hack and slash your way through several levels of orcage, and every so often you come up against a big demon-type monster who uses magic and stuff. It's standard stuff.

You have a variety of attacks to utilise as you wander around the enchanted kingdom, but the best is the flying kick, which keeps all the foes safely at bay. This makes the game easier and more repetitive as you walk, fly, kick then walk, fly, kick your way across every screen.

In fact, the only thing really capable of rescuing *Legend* is the graphics. Some of them are stunning. Rain, mist and other natural phenomena are all shown really well, and there are Mode 7 touches which rotate and zoom in and out with quease-inducing smoothness. Very nice.



At times like this that you wonder whether you bear any resemblance to your relatives.

But ultimately, the undeniable beauty of *Legend* doesn't make it a special game. It's a run-of-the-mill magic slash but it's better than many of its compatriots.

Full review in issue 22

OVERALL SCORE: 55%

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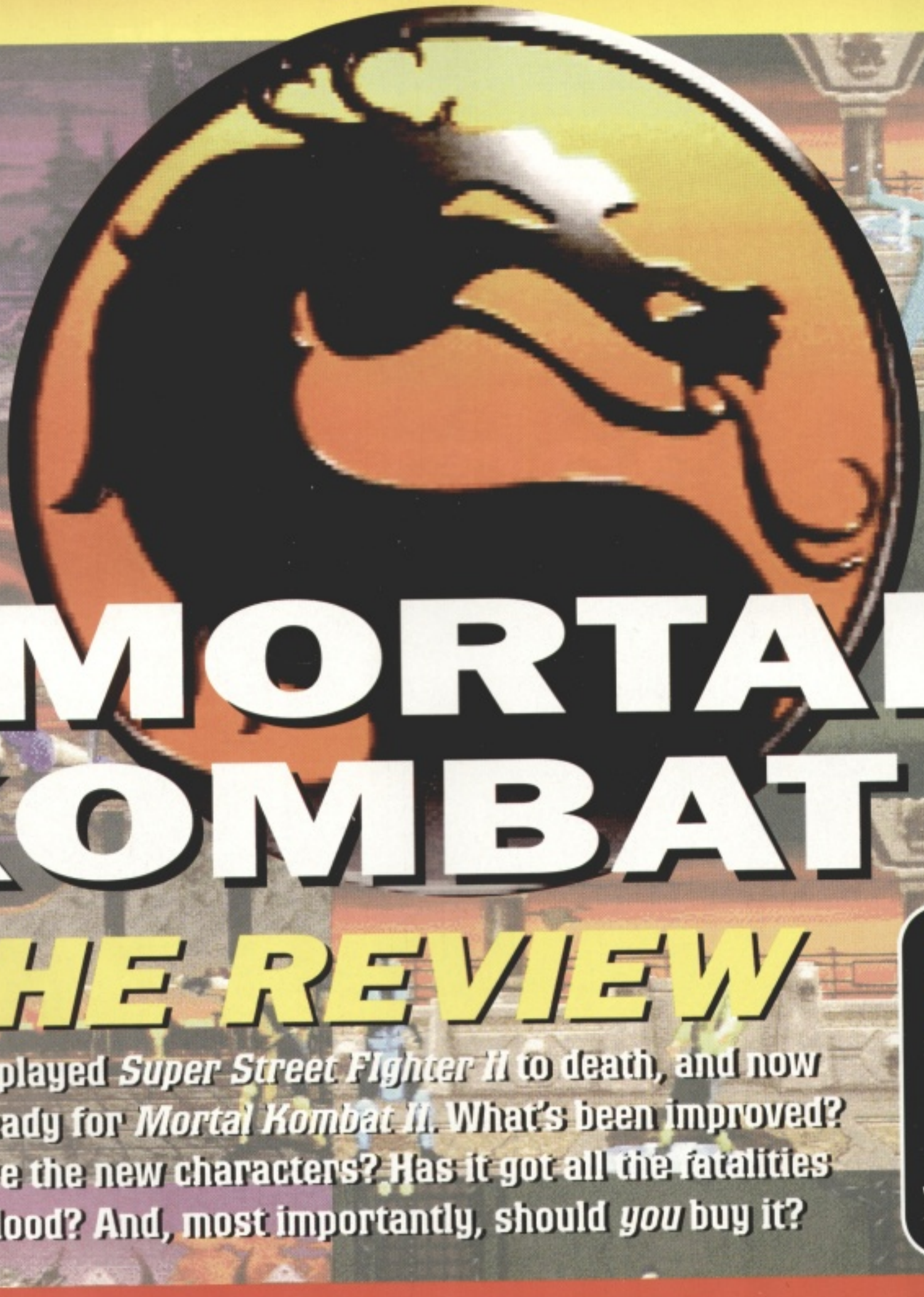

MORTAL KOMBAT II

THE REVIEW

We've played *Super Street Fighter II* to death, and now we're ready for *Mortal Kombat II*. What's been improved? Who are the new characters? Has it got all the fatalities and blood? And, most importantly, should *you* buy it?

SUPER PLAY ISSUE 24 will dominate the shelves of the world on Thursday, 1 SEPTEMBER. Which, incidentally, is James' birthday.

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THE SUPER QUIZ ANSWERS

You'll find the questions to the answers in Super Express.

EASY

1 Fei Long
2 Five, if you include the truck.
3 Five. We can't be bothered to name them all.

MEDIUM

1 Three. Metroid on the NES, Super Metroid on Super NES and Metroid on Game Boy.
2 Pumping Iron, Stay Hungry or Hercules in New York.
3 One hundred.

HARD

1 Chun was in *Final Fight II*, in the background.
2 *Final Fight, Final Fight 2, Final Fight Guy* and Muscle Bomber.
3 Seven. Apparently. Lisa and Debs both used to play many years ago.

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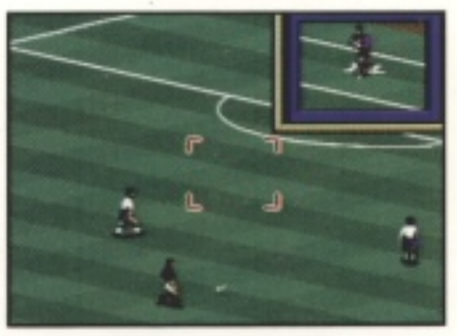

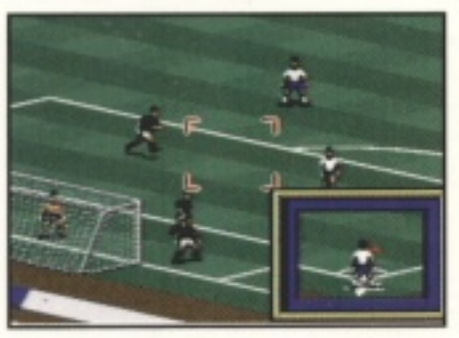

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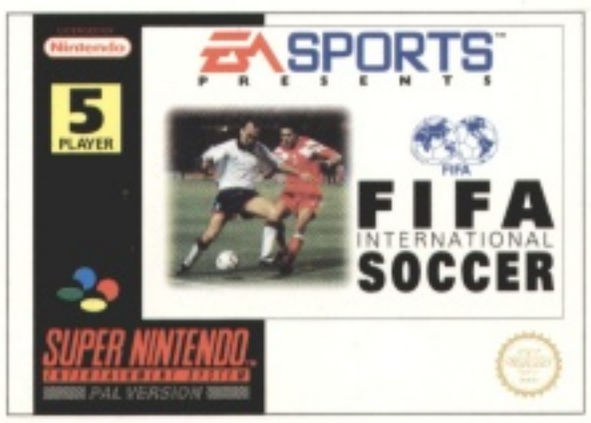

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